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R LL & PLAY

THE GAME MASTER'S FANTASY TOOLKIT

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ROLL & PLAY

THE GAME MASTER'S FANTASY TOOLKIT

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Adventure Awaits

Greetings game master,

When I am running a session, I often find that once I introduce a minor background character or insignificant item my players begin to ask me every conceivable question about them, and my heart sinks.

Over the years I realised that I still needed a helping hand with improvisation sometimes, and that's how *Roll & Play* was born. This book is packed with tables, loot producers and setting inspiration to help with navigating role-playing games on the fly, and add richer detail to the world you create.

All the best for the adventures ahead,

Sam

How to Use This Book

The concept is simple, either before or during a game follow these instructions:

1. Go to the table you need

2. Roll the indicated dice (or choose a result)

3. Look up the outcome and apply it to your game

And that's it! You will have just produced detailed content that will satisfy your players with minimal preparation. Of course you can use the tables as a spark to ignite your own creativity, adding to or adapting anything in the book with your own ideas!

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Contents

4 ***Chapter 1: People & Quests***
6 Character Names
8 Character Details
10 Character Motives
12 Character Jobs
14 Organisation Names
16 First Meetings
17 Campaign Ideas
18 ***Chapter 2: World Building***
20 Town Features
22 Local Attractions
23 Town Crier News
24 Rumours and Gossip
25 Bounty Posters
26 Markets and Shops
28 Food and Rations
29 Refreshing Drinks
30 Taverns and Inns
32 Busking Bards
34 Wonderful Festivals
36 ***Chapter 3: Journeys & Events***
38 Frozen Encounters
39 Forest Encounters
40 Desert Encounters
41 Deep Sea Encounters
42 Meadow Encounters
43 Urban Encounters
44 Mountain Encounters
45 Swamp Encounters
46 Cave Encounters
47 Coastal Encounters
48 Magical Encounters
49 Corrupted Encounters
50 Monstrous Features
52 Supernatural Patrons
53 Fiendish Contracts
54 Spooky Spectres
56 Sweet Dreams
57 Ghastly Nightmares
58 Traps and Hazards
59 Dangerous Doors
60 ***Chapter 4: Combat & Injuries***
62 Critical Hit: Melee
64 Critical Hit: Ranged
66 Critical Hit: Magic
68 Lasting Injuries
69 Revival Side Effects
70 Illnesses and Ailments
71 Deadly Diseases
72 Divine Blessings
73 Malevolent Curses
74 ***Chapter 5: Items & Rewards***
76 Magical Armoury
78 Magic Items
80 Magic Item Flaws
81 Alchemical Misfires
82 Potent Potions
84 Bizarre Plant Life
85 Unusual Components
86 Scandalous Scams
87 Bargain Spell Scrolls
88 Books and Novels
90 Works of Art
91 Interior Loot
92 Loot and Plunder
93 Treasure Chest Fillers
94 Extra Quest Rewards
96 ***Acknowledgements***

For Will Perrone - will@mageyalty.com

PEOPLE & QUESTS

Roll20 Portal: The Rolling Realms

Whether you are designing your next campaign villain or giving a nonplayer character a more detailed backstory, the tables in this chapter will breathe life into the people of your world in no time at all. Players can also use these tables for inspiration when they are creating their own characters.

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Character Names

A name can tell you a lot about a character, in some ways it is a signpost for the character's personality. That's why it is so valuable to get the name just right and why they are almost impossible to come up with on the spot! Here are nine groups of names that you can choose from based on a character's identity (you can combine results for a full name):

Common names

1. Maureen
2. Boris
3. Grobin
4. Tomin
5. Deran
6. Nella
7. Fergus
8. Oliver
9. Deloy
10. Krista
11. Clarah
12. Belle
13. Steg
14. Elliott
15. Dorris
16. Ruddock
17. Hans
18. Tolu
19. Freya
20. Sammy

1d20

Magical names

1. Albertus
2. Solaris
3. Magnus
4. Cognatio
5. Octavius
6. Snefru
7. Shiver
8. Sylph
9. Julius
10. Kajimoto
11. Xinlan
12. Thundri
13. Krystal
14. Vistiella
15. Lucien
16. Ord
17. Thane
18. Amethyst
19. Flumen
20. Augustus

1d20

Outlaw names

1. Snarltooth
2. Canis
3. Zed
4. Artorius
5. Morten
6. Kairon
7. Ward
8. Dhunbad
9. Jet
10. Brock
11. Cassidy
12. Hound
13. Rouxel
14. Cole
15. Dante
16. Greyheart
17. Dusk
18. Snare
19. Wolffe
20. Morrigan

1d20

Cute names

1. Patch
2. Ribona
3. Fessel
4. Binky
5. Lima
6. Wellby
7. Bailey
8. Scruff
9. Goodberry
10. Cupid
11. Winnie
12. Petal
13. Ashlee
14. Clover
15. Spixi
16. Fluff
17. Jeorgie
18. Glitter
19. Dove
20. Jessi

1d20

Heroic names

1. Amber
2. Kamryn
3. Gildain
4. Horus
5. Gladdus
6. Hilbek
7. Merrick
8. Shivani
9. Brumhild
10. Flavia
11. Leo
12. Ling-wei
13. Cenius
14. Magoro
15. Izzard
16. Glaive
17. Astrid
18. Ezra
19. Kataran
20. Tae Ann

1d20

Ferocious names

1. Grumm
2. Fang
3. Vashnah
4. Groe'ban
5. Rushnakk
6. Crac
7. Raam
8. Go'zan
9. Mara-Kisch
10. Dru-guu
11. Puttnag
12. Grenda
13. Crock
14. Grung
15. Shivshark
16. Fignor
17. Mork
18. Rurigg
19. Gregor
20. Ugarak

1d20

Heart-throb names

1. Analise
2. Christello
3. Lyra
4. Azmerelda
5. Delilah
6. Franco
7. Olivier
8. Sapphire
9. Rose
10. Erica
11. Fabius
12. Lenny
13. Rickard
14. Jin
15. Giova
16. Violet
17. Caspri
18. Fortuna
19. Quenby
20. Samson

1d20

Comedic names

1. Gluck
2. Fizzbonk
3. Onion
4. Gaggle
5. Smudge
6. Barklick
7. Splorch
8. Oinker
9. Pinky
10. Twang
11. Boince
12. Larp
13. Tinkerton
14. Jeeves
15. Zing
16. Plumbo
17. Salmon
18. Punch
19. Jelli
20. Chives

1d20

Ancient names

1. Lilidavere
2. Renariel
3. Thorngage
4. Megloren
5. Oberon
6. Demavere
7. Fujiwara
8. Vermiran
9. Phoenix
10. Ledarial
11. Apollos
12. Seladon
13. Crocus
14. Nullwicke
15. Lisieux
16. Culfires
17. Segarossa
18. Xendrath
19. Magariel
20. Hippolyte

1d20

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Character Details

Behaviour and traits

1. Playful, humorous and loves to play pranks.
2. Takes themselves very seriously. Always pouts and checks their reflection.
3. Speaks very slowly, often in metaphors and allegories.
4. Direct and to the point, but some people see them as rude and obnoxious.
5. Nervously laughs after almost every sentence they say.
6. Fascinated by every detail. Has a thirst for knowledge and secrets.
7. Rarely speaks, instead uses signs and gestures to communicate with others.
8. Seizes any opportunity to be generous, and cares deeply for the poor.
9. Barks orders at people they see as less important or intelligent than themselves.
10. Assertive and always tries to win arguments. Likes to be in control.
11. Laid back and takes their time. Brings a sense of calm to any situation.
12. Talks loudly and has difficulty being discreet.
13. The life and soul of any occasion. Captivates listeners with exciting stories.
14. Often hums and sings quietly to themselves.
15. Seems permanently grumpy. Most things bother them, and they complain a lot.
16. Always seems a bit shifty, and often looks over their shoulder, just in case.
17. Very intelligent. Regularly finishes other's sentences.
18. Adores cooking, eating, preparing and discovering all different kinds of food.
19. Friendly, but has a habit of becoming jealous of what other people have.
20. They love to be tidy and well-dressed at all times, regardless of the situation.

1d20

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Making a memorable character

When you have a number of villagers, shop owners and quest givers in your campaign it can be really tough to make every character unique. Instead of describing every aspect of every character, you can focus on one detail of them – this will make them a lot more memorable.

Appearance features

1. Mud splatters cover their scruffy shirt and trousers.
2. Three scars made by claws run down their cheek and neck, hidden by their collar.
3. They wear a red, hooded cape which has a woven yellow trim. It billows in the wind.
4. A selection of animal furs, tusks and antlers decorate their leather outfit.
5. A snake tattoo wraps around their hand and arm.
6. Plaits and dreadlocks cascade down their back, decorated with beads.
7. Strangely, their irises are a bright, silvery white.
8. They have wild, straggly hair. Twigs and some insects have made a home in their mane.
9. A warm hat sits on their head, it has a fur lining and in-built ear muffs.
10. They hold themselves as bashful and timid, but have a strong, muscular frame.
11. Formally dressed in a well-fitted navy blue suit and purple waistcoat.
12. Their nose has clearly been broken multiple times.
13. An intricate and expensive-looking golden earring hangs out of their left ear.
14. They wear glasses with multiple zoomable lenses.
15. They have wrinkled skin, and their right hand has been replaced with a hook.
16. Their long, white hair is held in two buns on either side of their head.
17. Brightly coloured paint and make-up covers their face.
18. A longbow is worn on their back, and a gold-hilted sword is sheathed in their belt.
19. White silk is wrapped around their head to cover their two blind eyes.
20. Their sleeves and trousers are made with harlequin and stripe patterns.

1d20

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Character Motives

Adventurer motivations

1. They follow the commands of their deity... reluctantly.
2. They were born into a wealthy family, and now want to help people using their fortune.
3. After many years dedicated to studying, they want to gain new life experiences.
4. Desires to see their once righteous order restored back to its former glory.
5. They were cursed at birth by bizarre magic, they hope to cure themselves of the horrible affliction.
6. A good friend of a party member, always happy to help out where needed.
7. They were asked to be part of the group by their mentor.
8. Believing the party are fulfilling an ancient prophesy, they hope to see it completed.
9. As part of their course in studying magic, they need to get some combat training.
10. An anxious person, who wants to make sure the party to do a good job.
11. They retired from the military some years ago, but still fight for what is good.
12. A successful adventure will boost this year's profits.
13. Their homeland was decimated by the thing the party are fighting against.
14. Their adventures will make a thrilling tale in their upcoming book.
15. They are a noble, and want to see their town gain more influence and fortune.
16. After leaving prison they are trying to make amends.
17. They lost a bet to a friend, and now have to help the party with what they need.
18. Growing up in poverty, they hope to make a difference to the world around them.
19. They were sent by a deity to be a guardian for an upcoming, specific task.
20. A veteran monster hunter, they always help out those in a similar field. They offer advice and useful tips.

1d20

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Villainous origins

1. Sold into servitude at a young age, they now seek revenge on the entire kingdom.
2. They are already powerful, but pride is making them assert themselves further above their arrogant peers.
3. Corrupted by bizarre magic, their torment has made them erratic and aggressive.
4. Born with unique talents, they were experimented on by wizards all of their life. Now, it is time for revenge.
5. They seek to further enlarge their already monumental hoard of treasure.
6. A chained, evil deity is rising again. They are its loyal and willing servant.
7. They were first in line to the throne, but the current monarch betrayed them and took their place.
8. Shunned for their appearance, they are fighting back against the ones who despised them.
9. They were sent from another dimension to make this one ready for conquest.
10. Always considered a failure by their parents, they constantly try to prove themselves to their family.
11. Apart from one brother, they lost their entire family in a fire started by a rival family.
12. A strange experiment flung them back in time. They do what they think will make their timeline come to pass.
13. Their powers have always been suppressed, they are now testing their limits.
14. They seek to destroy the people who ravaged their homeland, and took everything from them.
15. Obsessively, they search for a hidden artefact of ultimate magical power.
16. Following a scandal, they were stripped of every honour they earned.
17. After serving in two wars, they believe the only way to maintain peace is to wipe out humanity.
18. They are the monarch of a rival kingdom, and hope to see this one extinguished.
19. Possessed by a ghost, they have no control over their horrifying actions.
20. They are close to a major scientific breakthrough, they just need more test subjects to experiment on.

1d20

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Character Jobs

Everyone has a purpose! Use the tables here to give characters a job and make them more grounded in your world. You can also get players to roll on this table when developing a backstory for their character – not every adventurer starts out as a hero.

Common villager work

1. Looks after a flock of sheep.
2. Helps to set up the market.
3. Part of a construction team.
4. Runs the fishmonger.
5. Grows pumpkins on a farm.
6. Works down a nearby mine.
7. Assistant to the blacksmith.
8. Carpenter, creates boxes.
9. Cleans the village roads.
10. Grooms the stabled horses.
11. Raises fences.
12. Brickmaker.
13. Knits wool into clothing.
14. Fixes roofs across town.
15. Works in a noble's kitchen.
16. Washes carts and caravans.
17. Strawberry picker.
18. Lumberjack in a local forest.
19. Drives a taxi caravan.
20. Serves drinks at the tavern.

1d20

Well-paid professions

1. Professional nanny.
2. Cuts, treats and styles hair.
3. Paints portraits of nobles.
4. Tailors fine silk garments.
5. Writer of fiction books.
6. Teaches wealthy children.
7. Sculptor who chisels statues.
8. Architect and town planner.
9. Bespoke wooden toymaker.
10. Collects and counts taxes.
11. Assembles stained glass art.
12. Priest in the local temple.
13. Owns several properties.
14. Surgeon in the infirmary.
15. Collector of art and artefacts.
16. Librarian and history scholar.
17. Sells perfume at the market.
18. Runs a pyramid scheme.
19. Gem stone cutter.
20. Formal events organiser.

1d20

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Weapon-wielding careers

1. Member of the town guard.
2. Personal combat trainer.
3. Crafts training dummies.
4. Undercover bodyguard.
5. Runs the shooting range.
6. Knight, protector of the realm.
7. Affixes fletching to arrows.
8. Aspiring adventurer.
9. Guard logistics and planning.
10. Deckhand on a ship.
11. Armoury weapon organiser.
12. Combat medic.
13. Cavalry soldier trainer.
14. Animal tracker and hunter.
15. Mercenary for hire.
16. Tomb explorer.
17. Former pirate captain.
18. Veteran monster hunter.
19. Armour polisher and cleaner.
20. Captain of the town guard.

1d20

Jobs as personality

A character's job can influence the way they interact with other people. For example, a busy carpenter who has plenty of orders to fulfil might be irritable and not have time to sit around and chat for too long. On the contrary, a town crier might want to know every single detail the players have to offer!

Performance contracts

1. Singer in the local tavern.
2. Experienced daredevil.
3. Part of an acting troupe.
4. Street performer, juggler.
5. Town crier.
6. Children's birthday clown.
7. Rhythm drummer in a band.
8. Interpretive dancer.
9. Instrument tuner.
10. Puppeteer.
11. Travelling harpist.
12. Make-up artist.
13. Costume designer.
14. Performer in a brass band.
15. Stage and set designer.
16. Busker in the market square.
17. Scriptwriter.
18. Works in a travelling circus.
19. Stand-up comedian.
20. Pyrotechnician.

1d20

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Organisation Names

Adventurers' Guild

1. Thunder	1. Hammers
2. The Lion's	2. Travellers
3. Crimson	3. Blades
4. The Royal	4. Warriors
5. Untamed	5. Explorers
6. The Defiant	6. Bastion
7. Righteous	7. Knights
8. The Noble	8. Pioneers
9. Trikain's	9. Voyagers
10. Golden	10. Wanderers
11. The Fierce	11. Seekers
12. Shielded	12. Armoury

2d12

Mages' Institution

1. All-seeing	1. Crystal
2. Runic	2. Orrery
3. Sorcerer's	3. Alliance
4. The Black	4. Meteorite
5. Scholar's	5. Gathering
6. The Single	6. Cabal
7. Magister's	7. Forum
8. Kairen's	8. Jewel
9. The Veiled	9. Retinue
10. Illusory	10. Cauldron
11. Revelation	11. Library
12. Superior	12. Vessel

2d12

Mining Corporation

1. Amethyst	1. Pickaxes
2. The Hardy	2. Prospectors
3. Schneible's	3. Excavators
4. The Granite	4. Trading Co.
5. Gemstone	5. Diggers
6. Dynamite	6. Union
7. The Stone	7. Workforce
8. Paramount	8. Mining Co.
9. Gargoyle's	9. Tunnellers
10. Badger's	10. Delvers
11. Earthen	11. Shovels
12. Magma	12. Burrowers

2d12

Order of Assassins

1. Blind	1. Basilisk
2. Strangled	2. Revelation
3. Ceaseless	3. Judge
4. The Third	4. Willow
5. Bloodied	5. Tombstone
6. Condemned	6. Arachnid
7. Shivering	7. Retribution
8. Wretched	8. Angel
9. Mirrored	9. Rattlesnake
10. Imminent	10. Butterfly
11. Utopian	11. Hand
12. Watchful	12. Silence

2d12

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Thieves' Society

1. The Hidden	*1.* Associate
2. Dormant	*2.* Kinship
3. The Empty	*3.* Fellows
4. Bejewelled	*4.* Coinpurse
5. Laughing	*5.* Panthers
6. The Grey	*6.* Onlooker
7. Shadow	*7.* Coin
8. The Dusk	*8.* Shuriken
9. The Lavish	*9.* Whisper
10. Diamond	*10.* Trader
11. Nocturnal	*11.* Mask
12. Secret	*12.* Mist

2d12

Clerical Church

1. The Divine	*1.* Doctrine
2. Beloved	*2.* Sword
3. The Purest	*3.* Gathering
4. Radiant	*4.* Congress
5. Celestial	*5.* Order
6. Hallowed	*6.* Dogma
7. Righteous	*7.* Custodians
8. Devout	*8.* Chaplains
9. Faultless	*9.* Stewards
10. Glorified	*10.* Gospel
11. Flaming	*11.* Faithful
12. Reverent	*12.* Assembly

2d12

Mysterious Cult

1. The Final	*1.* Sunrise
2. Malevolent	*2.* Sanguine
3. The Bitter	*3.* Talon
4. Poisonous	*4.* Eclipse
5. The Perfect	*5.* Crown
6. The Buried	*6.* Sacrifice
7. Grimm's	*7.* Voice
8. The Loyal	*8.* Serpent
9. Unforgiving	*9.* Society
10. Zealous	*10.* Ritual
11. Resolute	*11.* Raven
12. Entombed	*12.* Bane

2d12

Bardic College

1. The Roske	*1.* Chambers
2. Cardona's	*2.* Tutelage
3. The Poet's	*3.* Concerto
4. The Minim	*4.* Orchestra
5. La Masque	*5.* Minuet
6. Harlequin	*6.* Ensemble
7. Songbird's	*7.* Troupe
8. The Bardic	*8.* Academy
9. The Jester's	*9.* Institution
10. Lyricist's	*10.* College
11. Cockatoo	*11.* Studio
12. Cedar Tree	*12.* Workshop

2d12

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First Meetings

How does the party meet?

1. Their wise teacher unveils they have more students. Each character is introduced.
2. In a jail cell. They have been taken captive, thrown in and locked up.
3. They worked for a group of mercenaries, but it has recently disbanded.
4. The party have been haunted by dreams of a hollowed-out tree, they go and meet there.
5. There is a travelling circus in town, the party go to the show and meet each other.
6. The group is part of a larger defence against a beast attacking the town.
7. The characters all work on the same farm for an old farmer.
8. At a great battle between two armies. They are part of the same team and fight hard.
9. The party gather as half of a growing mob demanding their refund from a shop.
10. The characters get to know each other at the wedding of a mutual close friend.
11. An adventurer is starting a guild, and has requested the characters join them.
12. The party each took the same local bounty poster.
13. Suspects in the same murder enquiry, the group is gathered at the courthouse.
14. The characters are old school friends, and meet again at a school reunion.
15. They all attend the funeral of a local noble who was philanthropic towards them.
16. After an explosion on the outskirts of town, the group were the first to gather there.
17. They meet in an infirmary after being injured in the same terrible accident.
18. The characters are trapped in cages, they are the failed experiments of a scientist.
19. After a great fire in their small village, the group are the only survivors.
20. An anonymous invitation to a masquerade ball led them all to an old manor house.

1d20

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Campaign Ideas

The world is in great need of help

1. A stone sphere is floating in the sky. Its origin must be investigated with caution.
2. An evil entity is gathering armour of great power, they already have the breastplate.
3. A message must be passed to the monarch. A mountain is moving, a dragon has awoken!
4. A dark cult is rife within high society, the party must locate and remove every member.
5. Something of great import must be couriered across the continent to its rightful place.
6. Rifts to another time need to be sought out and destroyed before they ravage our world.
7. Giants have been collecting and storing villagers nearby.
8. Creatures are transforming into hulking beasts, whatever is responsible must be found!
9. A network of underground tunnels has been discovered, who created them and why?
10. Warring nations must be united against a common, more dangerous enemy.
11. Many villagers report they have met with deceased loved ones, but how?
12. Ancient, large reptiles are destroying nearby villages.
13. A town to the north was turned to stone, the cause needs to be investigated.
14. Sightings of large, gangly, fur-covered humanoids cannot be explained.
15. The world is dying. The party must travel to its core and try to fix the issue.
16. A famous mage has been kidnapped. They need to be located and rescued.
17. A strange selection of objects must be recovered after a recent museum heist.
18. A bard needs protection, they believe an assassins' guild wants them dead.
19. First contact needs to be made with a new race that has emerged from the ocean.
20. A mysterious killer has struck again. Their identity needs to be revealed!

1d20

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WORLD BUILDING

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Making every settlement in your games feel different and alive can be challenging. But fear not, this chapter will add fascinating features and attractions to your town! You could build a tavern filled with bards, design exciting festivals and party games, or even give your village a dark side by spreading scandalous rumours.

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Town Features

With a combination of fascinating characteristics and leadership, each new settlement your players come across will be unique and memorable. Use the tables below to kickstart your imagination when creating villages, towns and cities.

Town characteristics

1. The grand library attracts tourists from miles around.
2. Each building is constructed distinctively, they have been rebuilt after many battles.
3. The town is built within the ribcage of a huge skeleton.
4. As the town rests on a ley line, all the inhabitants exhibit magical abilities.
5. The buildings are finely crafted and embellished, the residents seem to be wealthy.
6. Instead of roads, there is a canal system. Boats and rafts allow safe transit.
7. Large trees deposit beautiful, pink blossom all year round.
8. Tall temples and cathedrals dominate the landscape.

1d8

Town economies

1. A nearby mine is excavated by the town's dedicated workers.
2. The scent of rich food and sweet pastry fills the town, it is famed for its edible delights.
3. The town exports rice, many farms cover the nearby fields.
4. With a university at its centre, the town's main income is from scholars and students.
5. A site of great cultural importance is nearby, making the town a tourist hotspot.
6. Four famous vineyards neighbour the town, and it sells their quality wine.
7. The town is agricultural, and it sells llamas for wool and meat.
8. Large forges allow the town to export weapons and armour.

1d8

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Town governments and leadership

1. A possessive noble runs the town as their own domain. They have ultimate power, and happily use it at will.
2. A council of aristocrats run the town. They do a good job, but are often slow to react and get caught up in bureaucracy.
3. A spellcaster protects the town, they have done so for as long as the town has existed.
4. A warlord seized power of the town many years ago, and now rules it with an iron fist.
5. A lord and lady look after the town on behalf of a monarch whom they serve.
6. The temple clergy have absolute authority, their decisions please their god.
7. A count manages the town, but no one has seen them for years apart from a few of their closest allies.
8. A hero was reluctantly elevated to leader years ago after an important victory.
9. An wealthy family controls the town, happily lining their pockets through high taxes.
10. An experienced general runs the town, a heavy military presence keeps the people out of trouble.
11. There is no leader. The town is a utopia where its citizens look after each other.
12. The villagers are led by a holy child, aged ten. The child guides them as best they can with two advisors.
13. The town is lawless. Strength is the key to survival, you look after your own.
14. High priests gather sacrifices once a year and offer them to a god in the mountains, secretly a greedy creature.
15. Leadership changes every year, and is decided through a brutal fighting tournament.
16. A self-proclaimed monarch rules this town. The people see them as royalty, and treat them with admiration.
17. This charade of a town is actually the base of an influential thieves' guild.
18. The villagers all vote on solutions to problems, the majority *always* wins.
19. A creature controls the minds of its subjects. They are largely benevolent, but benefit significantly from it.
20. Tribal elders make decisions based on traditions and laws made centuries ago.

1d20

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Local Attractions

The unexplored world is full of beauty and wonder. These landmarks can be scattered throughout your continent and can serve as tourist hotspots, sites of great religious importance or perhaps as areas of scientific interest which hold untold secrets about the past.

Natural and man-made wonders

1. Thirteen geysers which erupt with explosive pressure.
2. Enormous statues of two stoic knights protect a deep canyon passage.
3. A pyramid tomb belonging to an ancient civilisation, it is overgrown and ruined.
4. Deep, rocky fissures full of bubbling magma.
5. An enormous merchant outpost. Traders sell from tents, carts and caravans.
6. A forest full of broad oak trees. At night, thousands of fireflies gather and illuminate the area.
7. An ornately decorated temple inhabited by silent monks.
8. A secluded beach framed by white, chalky cliffs.

1d8

Magical locations

1. A tree with an ornate door. When opened, it leads to another dimension.
2. A large, black obelisk that lights up during a full moon.
3. Small floating islands are suspended in the air.
4. The skull of a gargantuan creature wearing a heavy iron helmet lies buried in a field.
5. A glass staircase that leads to a city within the clouds. It is heavily guarded.
6. A chasm with a gigantic bridge across it that is made from solid rainbow.
7. Waterfalls that flow up instead of down.
8. A permanently frozen lake, with a mirrored surface.

1d8

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Town Crier News

Hear ye, hear ye!

1. A monarch of a neighbouring territory has been murdered.
2. Two red dragons have attacked a nearby town, its people fled to other villages.
3. Bandit gangs are inhabiting a historical site and are claiming it as their new headquarters.
4. The rulers of this country have just announced that they are due a child in a few months.
5. Burrowing creatures have ruined a village's harvest.
6. Merchants are now boycotting a particular road. It is just too dangerous for travel.
7. The cure for a nasty plague has been discovered by scientists in the capital.
8. A famous artist has unfortunately passed away because of their old age.
9. There has been a serious crash between two carts on a busy road, with one survivor.
10. A wizard is now considered 'missing' after a failed experiment backfired.
11. After more shark sightings on the coast, officials are placing a ban on swimming.
12. Guards are asking people to be careful around centaurs.
13. A well-known blacksmith in a major city is closing down, and is offering 50% off.
14. A volcano somewhere on the continent has erupted for the third time this year.
15. Famous explorer Sir Digby recently found a labyrinth of underground caves.
16. This continent is set for the worst rains in a decade over the next week and a half.
17. A royal vessel 'The Golden Maiden' was attacked by pirates and destroyed.
18. A travelling stage show has had a sell-out tour so far!
19. A famous religious leader was recently exposed as a doppelgänger.
20. Guards are investigating a flying, purple ship that has landed in a lake.

1d20

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Rumours and Gossip

When your players are looking to glean information from townsfolk, roll on this table to find out what the locals are saying. Be warned, the information the players gather might not be reliable or valuable!

Well, I heard...

1. the monarch is really an evil creature wearing a disguise.
2. the local shops are all working together to push up the prices in town. It's not right!
3. there's a cave under a nearby waterfall. It's where Orryn Villio's gang used to hide out.
4. a famous noble's son isn't really their's. Apparently they stole him at birth.
5. a mystic had a vision of bandit raids. I would leave town.
6. if a treaty isn't signed in the next week, we might be invaded by a foreign kingdom.
7. the bakery is doing a 'two for one' deal next week.
8. people on the edge of town have been seeing strange lights in the sky at night.
9. a monster hunter recently went looking for a five-eyed beast, but never returned.
10. the town guard have been taking bribes, and now don't patrol the south of town.
11. the town leaders are trying to cover up that the 'red rot' has set into our crops again.
12. the butcher sells rat meat, but labels it as pork.
13. women wearing red hoods have been spotted at night more than once.
14. the abandoned house in town is haunted by a spirit.
15. a secret, high-stakes card game is played in a back room of the tavern.
16. children around the village have been having strange dreams recently.
17. the innkeeper gives you better prices mid-week.
18. the owner of the blacksmith didn't pay his taxes last year, but got away with it.
19. the stable owner used to be a powerful wizard, but doesn't use magic anymore.
20. a dragon has been spotted in the mountains nearby. A terrible omen if it's true.

1d20

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Bounty Posters

Use the tables below in conjunction with the character names at the beginning of the book to create outlaws and criminals wanted by town guards. For example, *Canis 'Quickblade' Quin* is wanted for robbing a series of shops in the area – they need to be stopped!

Nicknames

1. 'Five-Teeth'
2. 'Shadow of the South'
3. 'Quickblade'
4. 'Rolling Thunder'
5. 'Bloodied Bullseye'
6. 'Sweet Sorrow'
7. 'Misery Merchant'
8. 'Silver Spectre'
9. 'Blackwelder'
10. 'Funny Bones'

1d10

Defining Characteristic

1. Has long, sharp fingernails.
2. Dresses head-to-toe in white.
3. Wears a lot of jewellery.
4. Always in a suit and tie.
5. Often intoxicated.
6. Wears a boar's head hat.
7. Has a squeaky voice.
8. Walks with a bronze cane.
9. Owns a loyal rottweiler.
10. Wears a fuchsia mask.

1d10

Wanted for:

1. Burning down an influential priest's house.
2. Stealing a large number of gems and diamonds from a nearby jeweller.
3. Selling counterfeit potions on the black market.
4. Breeding and distributing dangerous creatures such as hippogriffs and basilisks.
5. Robbing merchants on the road out of town.
6. Kidnapping a mage, and holding them for ransom.
7. Selling damaging information about a local mayor.
8. Leading an underground crime organisation; responsible for theft, murder, assault and arson.

1d8

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Markets and Shops

This merchant is selling...

1. knock-off spell scrolls and trinkets, sold as genuine articles. All stock must go!
2. all kinds of mechanical items. Gadgets, toys, cooking utensils and more.
3. bizarre curios. Pickled yeti eyes and a basilisk egg are proudly on display.
4. simple ranged and melee weapons, clearly scavenged from a battlefield.
5. exotic flowers and cacti, as well as a selection of herbs.
6. numerous bottles and flasks. Some filled with fine wines, others brimming with ale.
7. bottles of ink in a range of colours. Feather quills are also available.
8. high grade armour forged from steel and iron, engraved with floral designs.
9. fresh meat and fish, gathered from the local area sold as pies, sausages and fillets.
10. sturdy hunting gear including animal baits, lures and traps.
11. aromatic fragrances and perfumes in glass bottles. Samples are available.
12. delicious baked goods. The cakes, bread, cookies and brownies all smell great.
13. dyed clothing, animal furs and leather garments stitched by a talented tailor.
14. bespoke instruments from a foreign land. Expensive, and crafted by an artisan.
15. finely whittled ranged weapons and ammunition, adorned with rare feathers.
16. bubbling potions are being brewed live and sold. Their components are also on sale.
17. a variety of small animals in different sized cages.
18. books, tomes, scrolls and maps. Some are magical, others are ancient.
19. statuettes and ornaments made from marble, rare jewels and crystals.
20. excellent melee weapons crafted from fine materials and precious metals.

1d20

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Shop Descriptions

1. The entrance is framed by two large pillars, both wrapped in crawling ivy. The large, red door leads to a well-kept and clean interior with a black and white chequerboard-tile floor.

2. The first thing that hits you as you enter is the strong smell of herbs and incense, a faint smoke lingers in the air. The floor is varnished, but ruined in places by dark stains. The stock is carefully arranged, and everything has a hand-written label.

3. Colourful flags and tapestries decorate the walls. The stock is displayed neatly in rows; this makes browsing easy, but means you have to squeeze through the aisles to get further into the shop.

4. The inside of the shop is cluttered and busy. Some items hang on hooks and pegs, others sit on disorganised and overcrowded shelves. You can't go a few steps without accidentally kicking something that has been stored on the messy floor.

5. The shop is set out very much like a workshop. Workbenches and equipment are pushed against the walls. The owner's wares are displayed proudly on pedestals around the interior.

6. As you push the red velvet curtain to one side, you enter a lavish interior. Candles are lit and placed on most of the surfaces, giving off an inviting glow. The walls have long, draped linen across them, and stock is placed in a considered way on small tables.

7. The shop is in total disrepair. Boards cover the cracked windows, and some mouldy patches of damp on the walls produce a musty smell. Dust covers the shelves and merchandise.

8. Triangular windows and a bowed ceiling give leafy and floral shapes to this wooden boutique. Paintings of dragons and valiant heroes are displayed proudly between wooden beams.

1d8

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Food and Rations

What's included in the ration packs the adventurers have just purchased? What food does the bakery or general store have to offer? Use the table below to add more detail to the meals within your world. Who knows, maybe the party will discover a new tasty delicacy!

Delicious dishes

1. Yesterday's stale bread, moistened slightly by olive oil and wrapped up in beef jerky.
2. Six chunks of dried cod, they taste better than they smell.
3. A tomato-based dish with stringy meat. Is it rat?
4. Homemade, pressed fruit balls that have been baked and dipped in icing sugar.
5. A selection of crumbly crackers with two cheeses.
6. Sliced, spicy, pork sausages with a large side of creamy mashed potato.
7. Noodles with dried vegetables and spices. Just add water to make this ramen taste great.
8. Sweet, puffed rice coated in sugar and honey. A sprinkle of rock salt gives it an edge.
9. Chunky, skin-on potato wedges that have been fried.
10. A sandwich with seeded bread, the filling is mashed fish in a tomato sauce.
11. Meaty tofu cubes dressed with herbs and soy sauce, delicious and filling.
12. A pot of cream cheese with six or seven dried bread sticks for dunking.
13. Finely cut boar covered in mustard and sandwiched between two slices of bread.
14. Dried mushroom jerky, it's unexpectedly spicy!
15. Sweet mincemeat encased in a sugary pastry.
16. Cucumber sticks with sour cream and a pressed houmous for dipping.
17. A chunky chicken pasty that is full of smooth gravy.
18. A large, sugar-dusted doughnut which is bursting with sweet caramel.
19. Breaded pumpkin with coriander rice, covered in a sweet curry sauce.
20. A slow-cooked broth with cockatrice and vegetables.

1d20

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Refreshing Drinks

There are a fabulous array of ales, cocktails and juices that can replace the water in your waterskins. Why not give your players a taste of something that might be considered a little out of the ordinary when they visit the different towns and cities within the world?

Satisfying beverages

1. Delicious milk. It is a little warm – but it's fresh!
2. Strong red wine. Thick sediment settles at the bottom.
3. Tangy tomato juice with a sprig of oregano.
4. Floating in this tea are gelatinous spheres that burst with juice when eaten.
5. Sweet and sharp, carbonated lemon and lime juice.
6. Frothy and pale beer. It burns as it goes down, but it does the job!
7. Perfectly clear liquid that, when tasted, turns out to be a strong alcohol.
8. Sharp apple juice that has had sugar added to it, delicious and refreshing.
9. Tasty berry smoothie made with local fruit, yoghurt and honey.
10. Crisp white wine with floral notes. It tastes expensive!
11. Thick and creamy yellow drink made from barley. It is spicy and savoury.
12. Deep brown, rich mead. It is strong and robust with a perfectly hoppy taste.
13. This cocktail is made from exotic fruits, and served with a slice of pineapple.
14. Chocolatey drink made from milk, cocoa and sugar.
15. Deep and fruity red wine from an excellent vineyard.
16. Dense, black drink made from blackberries, cream, caramel and biscuits.
17. Strange herbs give this sour drink a blue appearance.
18. Alcohol and cream are added to cold coffee to make this thick cocktail.
19. Orange juice poured over crushed ice, from oranges freshly pressed this morning.
20. Cocktail made from griffon egg whites and bizarre fruits.

1d20

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Taverns and Inns

Have a drink at The

1. Laughing	*1.* Hippogriff
2. Crooked	*2.* Priest
3. Jumping	*3.* Boot
4. Windy	*4.* Fungus
5. Happy	*5.* Raven
6. Prancing	*6.* Goblet
7. Wonky	*7.* Chicken
8. Gilded	*8.* Wizard
9. Drunken	*9.* Crown
10. Flaming	*10.* Goat
11. Singing	*11.* Hat
12. Winking	*12.* Lion

2d12

Come and stay at The

1. Pick and	*1.* Sword
2. Sheep and	*2.* Mountain
3. Shovel and	*3.* Tankard
4. Ghost and	*4.* Mead
5. Chick and	*5.* Griffon
6. Ghoul's	*6.* Treasure
7. Saint and	*7.* Ogre
8. Cabin and	*8.* Pickle
9. Dragon's	*9.* Coinpurse
10. Coin and	*10.* Goblin
11. Kettle and	*11.* Hammer
12. Flute and	*12.* Clarinet

2d12

We have a

1. lavish
2. well-kept
3. run-down
4. disgusting

appearance!

1d4

Our prices

1. are extortionate
2. are expensive
3. are standard
4. are cheap

usually.

1d4

Our bar is

1. heaving
2. busy
3. quiet
4. empty

all the time.

1d4

The barkeep is known to be a

1. rude	*1.* formal	*1.* human.
2. polite	*2.* scruffy	*2.* gnome.
3. wise	*3.* tattooed	*3.* dwarf.
4. friendly	*4.* stylish	*4.* elf.

3d4

Tavern Interiors

1. This cold, damp place is dim and unwelcoming. There is only one window, and its light casts long shadows across the bar. The patrons keep to themselves and don't take well to newcomers.

2. Stained-glass lanterns create a colourful, relaxed mood. Velvet soft furnishings on long benches add a chic appearance to this tavern. There are cushioned seats at the bar, from which the regulars converse with the bartenders every evening.

3. Anchors and trophy fish are proudly displayed upon the north and south walls, and old sails cover the ceiling like a marquee. Patrons sing and dance the night away within this incredibly jovial and bustling tavern.

4. Triangular, stone windows and tall ceilings indicate this inn was once a temple. The pews have been moved into the centre and seat many customers who often debate politics and religion.

5. The grey slate tiles across the floor and the hanging baskets full of flowers add an outdoors feel to this well-loved establishment. There are plenty of chairs and tables, and carved screens split the tavern into three cosy sections.

6. A colourful, well-lit, curtained stage takes up the entire left section; it is reserved for bards and theatre troupes to perform. Some come here for the food, and others the entertainment.

7. Planks of wood cover smashed windows and several buckets are placed around the interior to catch stray drips. This tavern has seen many bar brawls and it feels like there is always trouble brewing.

8. Purple velvet curtains lead you into a lavishly decorated room. Golden fabric wraps around the wooden pillars, the chairs and tables are all fine quality and the air around you smells of lavender.

1d8

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Busking Bards

The song being performed is all about...

1. an orcish hero who saved a local noble from a fire.
2. a great kraken who got so hungry he began to pluck stars out of the sky to eat.
3. the weal and woe of being brought up by rich and influential parents.
4. a tall man who kept turning down all of the locals' romantic advances.
5. a golden chicken who avoided being eaten for dinner.
6. a lord of the underworld who couldn't control his explosive flatulence.
7. a cow who swapped bodies with a farmer for a day.
8. an ode to a local ruler, listing all of their achievements, victories and good features.
9. a wizard who couldn't read their spellbook, and so all of their spells kept misfiring.
10. a three-legged cat who always steals fish from the fishmongers.
11. a tax collector who spent all of the money he amassed on a cursed mansion.
12. a day in the life of the most boring man alive.
13. two twin children who accidentally walked into a portal to another world.
14. a man who slyly replaced a dragon's hoard with onions.
15. an owl who only tells the truth, and gets themselves into many arguments.
16. a woman who turned everything she touched into diamonds or gold.
17. a pirate, and how they coped with their hydrophobia.
18. a hippogriff chick who grew up in a nest of griffons and saw them as their family.
19. a greedy priest who used to hide snacks and treats in the prayer room.
20. a dragon who shot flames from their behind, rather than from their mouth.

1d20

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The band is called

1. Phoenix	*1.* Explosions
2. The Bad	*2.* Rabbits
3. Black Tie	*3.* Boogie
4. Cry, Cry,	*4.* Baby
5. Legendary	*5.* Forever
6. Smooth	*6.* Cucumber
7. Promise Me	*7.* River
8. Moody	*8.* Wyverns
9. Now Dance	*9.* Bad Boys
10. Raining	*10.* Funk
11. Beep Bop	*11.* Partytime
12. Alley Cat	*12.* Drunkards

2d12

and they mostly play

1. acoustic spoken word.
2. lively folk and country.
3. rock ‘n’ roll.
4. salsa and samba.
5. classical symphonies.
6. smooth improvised jazz.
7. popular local songs.
8. hip-hop instrumentals.
9. love songs and ballads.
10. fantasy heavy metal.
11. comedy parodies.
12. ska and reggae.

1d12

Tap into your inner performer

If there is a bard (or band) in a location your players are visiting you can roll on these tables to bring their music to life. Or, if you have a bardic player at your table, why not get them to roll on the song generator table to add more flavour to their performance?

Rare and strange instruments

1. Drums made from two skulls.
2. Snake-shaped, golden clarinet.
3. Harp in the shape of a guitar.
4. Lyre with strings of pure light.
5. Goat-sounding bone flute.
6. Playable scythe with strings.
7. High pitched, ivory bell.
8. Lute made from hollow stone.
9. Hand-held steel drum.
10. Guitar with a cuboid body.
11. Curly, black woodwind pipes.
12. Trumpet with many outputs.
13. Magically powered theremin.
14. Extra large double-bass.
15. Feathered, sparkly accordion.
16. Three necked ukulele.
17. Small, metal thumb piano.
18. Dragon-rib panpipes.
19. Pair of giant acorn maracas.
20. Heart-shaped viola.

1d20

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Wonderful Festivals

Celebrating what?

1. The new lunar calendar.
2. The holy day of our god.
3. A great annual harvest.
4. A once great hero.
5. Those who have passed.
6. Beginning of a hunt.
7. A new season arriving.
8. The day of the lovers.
9. A new leader coronation.
10. Our ancestors' spirits.
11. Victory of good over evil.
12. The birth of a royal child.

1d12

Celebrating how?

1. Opening of every door.
2. Painting ourselves.
3. Dancing and partying.
4. Lighting many candles.
5. Gathering at a bonfire.
6. Dressing in costumes.
7. Only wearing one colour.
8. Sacrificing an animal.
9. Drinking in excess.
10. Singing hymns and songs.
11. Hunting an animal.
12. Decorating with flowers.

1d12

Celebrating where?

1. In the town square.
2. At the crossroads nearby.
3. In a forest to the south.
4. Next to a river.
5. The nearby graveyards.
6. In a wild meadow.
7. The wealthy parts of town.
8. All across the village.
9. Around the stables.
10. Within the town hall.
11. Underneath a bridge.
12. At an old apple tree.

1d12

Celebrating when?

1. When the temple bells ring.
2. Tomorrow morning.
3. As soon as the sun sets.
4. When a flower blooms.
5. Animals stop hibernating.
6. When the first rains come.
7. When the stars align.
8. Every day this week.
9. When the moon is out.
10. Fall of the first leaf.
11. Midday today.
12. When the cock crows.

1d12

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Parlour Games

Eagle-Eye Bull's-Eye

Players make a ranged attack roll against a small, tricky-to-hit, moving target.

Arm Wrestling

Two characters roll competing dice in a test of strength, the best out of three wins.

Dragon Dice

The player bets on the outcome of the dealer's 1d4 roll. If the player is successful they double their wager.

Go On An Egg Hunt

Strange objects are hidden around town. Players roll to test their investigative skills!

You Can't Dance

Players roll to see who is the better performer, best of five. Bonus points for live demos!

Assault Course

Players roll three rounds to see who is the most athletic, dexterous and acrobatic.

Eating Competition

Test the player's stomachs with rolls that get more and more difficult. Don't vomit.

Chess Tournament

Two players roll dice to test their intelligence. The first to roll over 20 three times wins.

Animal Whisperer

Whoever can make the animal move the furthest distance (by any means) wins!

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JOURNEYS & EVENTS

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This chapter will fill your players' journeys with intriguing events and points of interest to explore; and when they reach their destination you can use these tables to plant traps, hazards and monsters with detailed features and motives.

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Frozen Encounters

1. As the party walk over a frozen lake, a large creature passes underneath them and bursts out of the icy depths.
2. After hearing canine howls in the area for hours, as the players enter a chasm the wolves finally strike.
3. What originally looked like an aurora lighting up the sky quickly turns into a colourful, magical lightning storm.
4. Noisy puffins call out to try and warn the party about a family of hungry polar bears approaching them.
5. An icy basin begins to crack as the players walk across it. The ice suddenly splits and separates the players.
6. A small snow drift above the party turns into a miniature avalanche that, if they're not careful, could flatten them.
7. A woman riding in a sleigh pulled by reindeer skids to a halt in front of the party. She warns them to turn back.
8. The players need to take cover from an oncoming blizzard. Temperatures drop and visibility is lost.
9. A huge shadow passes over the players. A bleached-white dragon swoops past them and flies towards a mountain.
10. Four stones stand upright in the snow. When stood in the middle, the players are transported to a warm home.
11. What sounded like thunder is now clearly giant's feet pounding the ground. Frost giants are moving, and close.
12. The snow gives way, and the group fall down into an icy cave. They land softly on a torn-apart polar bear.

1d12

Bitter conditions in the snow

Frozen conditions are incredibly dangerous and unforgiving, so make your players work hard to survive. How are they keeping warm, how are they finding food, and how are they trekking through the deep snow? The blistering cold should also affect combat, it is difficult to swing a sword with numb hands or run down icy hills with inadequate footwear.

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Forest Encounters

1. Strange, bulbous fungi block the path ahead. If disrupted they will burst with poisonous and deadly spores.
2. A lumberjack was cutting down trees to make a new log cabin but disturbed an animal, it is now attacking them.
3. The canopy in this part of the forest is covered with thick spider's webs. In the centre of one is a gigantic arachnid.
4. Twelve statues line the path ahead. On closer inspection, these are people who have been turned to stone.
5. A man runs past the players, followed by a flurry of arrows. He is being tracked and hunted by several bandits.
6. A merchant is hanging upside-down by a piece of rope, and asks the party to help them get down.
7. A burnt and ruined shack lies still in a clearing. The tenants' voices and laughter can still be heard from within.
8. In a grove, four bandits are eating rabbit near a fire in their camp site. A prisoner is hurt and bound nearby.
9. Suddenly, the party come across an inn that isn't on any of their maps. After staying the night, it totally vanishes.
10. The players reach a deep, overgrown ravine. They have to swing across a series of vines to reach the other side.
11. The party begin to notice painted markings on trees. If followed, they will lead to a secret goblin stronghold.
12. A lost child stumbles through the brambles. They have no idea how they got here, or who they are.

1d12

An enchanted, ancient labyrinth

Forests and jungles can be rich in detail and beauty, and because of their depth you can keep your players on their toes – who knows what is around the next corner? Try peppering the landscape with overgrown ruins, timeworn statues or disused shrines to make the environment feel ancient and rich in history.

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Desert Encounters

1. A welcome oasis lies over the next dune, but some dangerous creatures are currently relaxing there.
2. The unstable sand suddenly gives way underneath the party and they land in a pit that is writhing with snakes.
3. The party spot a strangely shaped cactus. They spot it again later, and then again. It seems to be following them.
4. A shrine lies ahead and offers shade to those who need it, but it is inhabited by the ghost of an ancient king.
5. This area seems to be quicksand, the less dexterous characters may get stuck (or worse) if they're not careful.
6. The party find a beautiful palace, it is a powerful illusion created by a mage who is seeking refuge in the desert.
7. One of the sand dunes up ahead begins to shake and move. It was an enormous tortoise the entire time!
8. Vultures circle the party for the two days. Suddenly they disappear, and a much larger bird begins to hunt the party.
9. A skeletal hand grabs one of the party's ankles. They have disturbed a forgotten nation who were buried in the sand.
10. The party enter an area with many stone ruins. Some gargoyles seem to be watching them intensely...
11. Explosive sand geysers erupt around the party in this geothermally active part of the desert!
12. An entrance to a sand-covered tomb is found. A faint, flickering light can be seen coming from within.

1d12

A day of two halves

Deserts are known for their blisteringly hot and arid days, but surprisingly at night the temperature can drop to below freezing. This aggressive climate takes careful planning and the correct transport to traverse. An experienced nonplayer character would make a good ally or guide in these conditions... or the players may find out first-hand how unforgiving it can be.

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Deep Sea Encounters

1. The party enter an area littered with rocks. The rocks are camouflaged octopuses and soon burst into life.
2. A galleon shipwreck with many hidden treasures can be explored. It is guarded by a crew of haunting wraiths.
3. A swaying seaweed forest blocks the passage ahead. Something lies within it, disturbing the plants nearby.
4. Hundreds of glowing, luminescent jellyfish float in front of the party. They are beautiful, but deadly.
5. A striking marble city lies silently under the waves. It is inhabited by a community of ruthless, aquatic humanoids.
6. The party suddenly notice fish swimming away from them. A shadow passes over them, as an enormous shark attacks!
7. A deep ocean trench splits the ground in two. Pleasant, melodic singing can be heard coming from down below.
8. Two ships fight on the surface. Cannonballs, unfortunate sailors and ship debris make their way to the ocean floor.
9. A giant octopus seems to be partly trapped in a forgotten fishing net. It is distressed and cannot escape.
10. The ocean's current shifts, and before long a ferocious whirlpool pulls the party and other wildlife towards it.
11. A hefty treasure chest is chained to the sand. If the party want its contents, they will need to break the chains.
12. A large carcass of a blue whale lies on the sea floor. It has attracted many hungry and lethal predators.

1d12

The deep blue world

The deep sea can be one of the most captivating, colourful and otherworldly places to explore – however, the rules are different under the water. Sound travels much more easily, but ranged attacks such as arrows and bolts do not. Seawater is also an excellent conductor of electricity, which is definitely something that magic users should bear in mind!

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Meadow Encounters

1. A scarecrow sits still near a fence. Some players might notice its head turn, before it darts towards the party!
2. A burrowing creature has made an underground lair in the middle of a fenced-off field, killing all the grass.
3. Territorial hornets have a huge nest within a tree knot nearby, and will violently chase off any trespassers.
4. The players come across a cottage within a clearing, it is home to an eccentric person who collects buttons.
5. Twelve sheep are grazing in a field, but they are spooked by a hungry griffon flying overhead looking for a meal.
6. Something stalks the players within the longer grass. It turns out to just be a curious boar.
7. Bandits have set an ambush nearby. One of them pretends to be a merchant with a broken down cart as a lure.
8. Scorched earth and carcasses litter the way ahead. The players are entering a wicked chimera's hunting grounds.
9. A pillar of black smoke marks the sky. A nearby stable is blazing with bright blue flames and the horses are trapped.
10. An angry bull will charge at the players if they come anywhere near the herd of cattle he protects.
11. A wounded farmer emerges holding a small, locked chest. Before he dies he whispers 'run'.
12. There is a treeline up ahead. Suddenly one of the trees uproots, and begins patrolling the area.

1d12

Rolling hills as far as the eye can see

Walking through a scenic, flat meadow gives the players a 360-degree view of the world around them – which can make random encounters (especially sneaky ones) very difficult to initiate. However, the open plains can be used to your advantage: the players will struggle to hide from aerial attacks or from creatures who burrow underground!

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Urban Encounters

1. Two people wearing hoods are talking in hushed voices down an alleyway. They don't take kindly to eavesdroppers.
2. Someone runs towards the party. They are being chased by guards and shout "Help!" when they spot the players.
3. A window smashes and a tavern brawl spills out onto the street! The landlord is trying to keep it under control.
4. Guards approach the party holding a bounty poster and ask them if they have seen the individual listed.
5. A cart hurtles through town. Soon after, a second cart full of guards speeds by attempting to catch it.
6. A small crowd of protesters are gathered outside the town hall. Tensions are high and things could turn nasty.
7. Guards have cordoned off this part of the town, they are currently investigating a crime scene.
8. Many townsfolk are wearing either red or white jerseys. The annual sports tournament is about to take place.
9. Towards the centre of town, the players hear screaming. A bizarre reptile has been spotted within the well.
10. Sheets of parchment fly down the road, as a scholar desperately tries to collect his dropped papers.
11. A frantic butcher runs down the road after a dog who has stolen a leg of lamb. The 'dog' seems very unusual.
12. A merchant the players haven't met before sees them and yells "No, not you again!" then runs away.

1d12

I'm watching you...

It is common for town guards to patrol the streets of a settlement. If the players (or other people within the encounter) cause a big enough disturbance, the town guards *will* investigate. Depending on what is happening they might be inclined to hand out warnings, fines or, in some extreme cases, even prison sentences to those who are disturbing the peace.

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Mountain Encounters

1. The ground shakes underfoot, the mountain that the group are standing on seems to be an erupting volcano!
2. The party come across two mountain climbers who are lost and cold. They will follow the party until the next town.
3. The rope bridge ahead has snapped and is hanging loose. There is no other way over the chasm.
4. The place the party chooses to camp is home to some very territorial mountain goats, who will ram them.
5. The path stops abruptly. Ahead is an invisible tower home to an outcast mage who practises necromancy.
6. Wyverns are flying around this mountain, looking for prey to feed their young. One swoops towards the party!
7. Freezing wind, sleet and snow blow in from the north. This makes continuing up the mountain almost impossible.
8. The rocks here shift with every step. If the group do not move on quickly, there may be a serious risk of falling.
9. Smoke rises on the horizon. On approach, it is clear that bandits have made a home high up in the mountains.
10. In the cold, an unusually warm cave brings shelter. If the party enter they may see signs of a dragon nesting.
11. High up in the mountains, the party meet an astrologer who is eagerly mapping out the stars and constellations.
12. Four hefty moose block the mountain path. They are protective of their young and do not want to be moved.

1d12

Climbing to the top of the world

The air gets much thinner when you climb higher and higher, and altitude sickness can easily strike an under-prepared adventurer. The longer the party stay in a high place, the more exhausted and nauseous they will feel. Loss of appetite, weight and memory are all clear signs that the party should urgently start making their way back down the mountain...

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Swamp Encounters

1. Stepping stones across a deep part of the swamp turn out to be submerged (and angry) alligators!
2. Lights hover over the surface of the marshes. If studied, hands will try to drag the party into the muddy depths.
3. Puddles of tar line the path ahead, the party must attempt to avoid them or become submerged and stuck.
4. A muddy black bear forages for berries and fish in the swamp. Two cubs and a mate can be seen following behind.
5. Sobbing can be heard from within a hut ahead. A hag is upset her human potion ingredient has escaped.
6. Sticks and rocks make up a nest for giant rats. Protective of their home, they swarm and attack the players.
7. Bloated zombies crawl across the muddy floor. They were adventurers who never escaped the quagmire.
8. Strange insects swarm this area. They carry harmful diseases that will test the group's immune systems.
9. Someone is screaming for help. An explorer is stuck in quicksand, and has nearly been consumed.
10. Planks cover the mud here. They eventually lead to a wooden, treehouse village run by small humanoids.
11. A raft ahead is manned by an apothecary collecting herbs. Their boat is the only way through the swamp.
12. Valuable snake skin has been shed and discarded in the undergrowth. The snake it belonged to is also nearby.

1d12

Mud, mist and mosquitos

Despite being luscious and green, swamps are generally considered inhospitable. Mud and marshland cover much of the ground which makes camping difficult; clean drinking water is scarce, clouds of midges and mosquitoes can make travellers itchy and swollen – and on top of this, it is the favoured terrain of snakes, leeches and alligators.

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Cave Encounters

1. Scattered purple crystals line the walls of the cave ahead. Each one hums with sound, and will explode if touched.
2. The players disturb a swarm of bats, they fly and attack the players who make the most noise.
3. The floor is covered in water, blocking the passage ahead. It is glowing, and full of bioluminescent jellyfish.
4. A male and female hermit welcome you, they have been occupying these caves for over 50 years.
5. The floor shifts. The players are standing on the back of a huge, cave-dwelling worm who wants to eat them!
6. The only way forward is over a rickety bridge. Gargoyles nearby will shoot fire if the players attempt to cross.
7. Water drips down from the ceiling above. If a drip lands on a player, they will soon realise it is acidic!
8. A skeleton wearing armour lies on the ground. Their ghost haunts these caverns looking for a way to escape.
9. Bones crunch and snap at the players' feet. If they look up, they will see they have just entered a giant spider's lair.
10. The players intrude on a secret meeting between two people sharing a kiss – the pair seem shocked!
11. Thin haze covers this part of the cave. It is highly toxic, and is produced by the hot, bubbling lake in the centre.
12. A large, blind, pale lizard inhabits this cavern. The players will have to silently move around it, or get eaten.

1d12

Are you afraid of the dark?

Not all characters will be able to see in the dark and drab conditions found deep underground. You can use this to your advantage by describing half-details and false information about things they *might* have seen to keep them guessing. Of course, on closer inspection the players can detect monsters and traps, but by then it might be too late...

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Coastal Encounters

1. A ship has recently fallen victim to sharp rocks. The surviving crew are all swimming ashore.
2. A wall blocks the beach. On inspection, the wall is made from four sand creatures who are huddled around their eggs.
3. The shore lies still, frozen in place. A huge, gelatinous creature has taken this part of the beach as its own.
4. Two legs are flailing out of the ground, someone tried to climb a palm tree and fell head first into the sand!
5. A shark's fin is seen in the waves, it gets closer to shore until a huge shark (with legs) charges at the players.
6. Fifteen pirates are digging up the beach in search of their buried treasure. They don't want any witnesses.
7. Decrepit and ruined, the lighthouse here belongs to a 'friendly healer' who is secretly a malicious, sly genie.
8. Someone in a homemade unicorn outfit is manning a stall selling frozen cream. It's delicious and refreshing.
9. Thunderous explosions at sea draw attention to two galleons firing cannons at one another. Pirates are attacking a ship!
10. Many turtles have hatched, but crabs are snatching them up in their claws before they can run to sea.
11. A rainbow starfish lies on the ground. It is a lure, when investigated a creature under the sand will pounce.
12. Huge footprints are pressed into the sand. Up ahead a starving giant is fishing with a spear, looking for food...

1d12

The perfect place for a picnic

Coastal regions are often sought out by tourists and sightseers. When a beach occupied by other people is attacked or in danger, protecting the innocent public may turn into the players' number one objective. This added threat can add drama and urgency, and make the players feel satisfied when they do a great job... or guilty when they don't.

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Magical Encounters

1. In a puff of smoke, an elderly person with charred clothing appears. Their teleportation spell went badly wrong.
2. Strange, blue runes mark the area. They will freeze players in stasis if they are investigated or trodden on.
3. Suddenly, with a flash of light, the players need to defend against a sleeping spell. A mage is trying to rob their coin.
4. The party hear cries for help coming from a sword. The weapon has absorbed its owner during a failed spell.
5. A hooded, skeletal wizard stalks the party. He will eventually strike and try to use them in his dark experiment.
6. In a clearing, a giant oak tree stands tall. It seems to give abundant life to the plants and animals who live nearby.
7. Two dishevelled bandits are burying an amulet. They are shaken up and claim it is cursed, they want it gone!
8. A hefty, mechanical golem approaches the party. He is looking for his owner, but cannot find him anywhere.
9. The party come across one of their group in a clearing. They must discern who is real and who is the copy.
10. Explosive impact shakes the world around the players. An enchanted meteorite has fallen, creating a huge crater.
11. A crimson cat begins following the party. When they are in need of help, it will transform into a sorcerer.
12. The party find a discarded potion on the ground. There is an old, peeling label with the words ‘Drink me’ on it.

1d12

Everything happens for a reason

Magic rarely happens at random, often it is harnessed by scholarly mages tapping into the ether with spectacular results. With every magical encounter think about the motives behind it. Why is the forest cursed? Who drew the runes on the ground, and why? Encounters can be simple magical accidents, or something more sinister...

Corrupted Encounters

1. A long, jagged portal appears in the air. A raiding party from another world burst forth and furiously attack!
2. Serrated, metallic spikes surrounded by pink energy are protruding out of the ground ahead. They look dangerous!
3. The wind picks up. Deep purple clouds swirl around in the sky and bright, magenta lightning begins to strike.
4. The forest ahead seems to be melting and creaking. Pools of dark, indigo ooze cover the ground on the path ahead.
5. From the treeline nearby, several native beasts charge and attack. They seem to have been corrupted in some way.
6. An elongated man with no features silently follows the party. Eventually he moves on to follow something else.
7. Bizarre, blue creatures have stolen a spellbook. They are casting spells recklessly and aimlessly.
8. Gravity seems to work differently in the area ahead. Rocks, tree trunks and stone ruins all float in the air.
9. A decaying, undead humanoid sits on a chair at a crossroads. He gives the party a riddle, if they fail, he will try to eat them.
10. A gibbering and crazed person runs into the party. They share terrifying visions about a dystopian future.
11. The plant life in this area is carnivorous. Shrubs with long, curling tongues try to capture and digest the party.
12. The day rapidly changes into night and the party are left in total darkness. Several pairs of yellow eyes watch them.

1d12

Irregular and otherworldly

In some areas the veil between worlds is thinner, and essence from the other side can sometimes slip through. Describing an unnatural assault on the senses can heighten the feeling of corruption that the players feel. It could be the taste of iron from the statically-charged air, or the smell of sewage emanating from the bleeding and decaying forest.

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Monstrous Features

This monster can be recognised by...

1. a deep scar across their blinded right eye.
2. deep and horrifying battle wounds across their body showing years of combat.
3. smashed teeth, which give their smile a crooked and villainous demeanour.
4. a flaming crown which has a permanent place around the top of their head.
5. a shaggy and thick mane of silver hair framing their head.
6. their insatiable hunger. They drool and lick their blood-stained lips in excess.
7. their roar which seems to have multiple sources.
8. boils and pus-filled blisters that cover their pallid and somewhat rotting skin.
9. its fleshy and corpulent physique. This creature is significantly larger than its kin.
10. its continuous hazing and blinking to and from another bizarre dimension.
11. the swarms of insects which fly out of its mouth every time it speaks or roars.
12. their long, spiked tail which ends in a bloody hook.
13. long, hair-like spines that protrude out from their arms, legs and torso.
14. green-blue scales which run down their left, clawed arm.
15. its glowing red eyes and white irises. The source of its magic, perhaps?
16. the thick mucus-slime that it excretes, it covers their entire body and leaves a trail.
17. their icy breath that freezes the air around them.
18. its continuous and insane cackling, chuckling and talking to itself.
19. the shadow that makes up their form, they do not cast one themselves.
20. its flaming feet that leave molten and scorched footprints behind them.

1d20

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Monster motives

1. Exposure to magic has turned them insane and malicious.
2. The runt of their kind, they constantly try to prove themselves worthy.
3. More power. They crave ancient, powerful artefacts.
4. They seek revenge for a wrong done to them many years ago.
5. A parasite has burrowed into the creature, and now controls its every move.
6. The creature works tirelessly to please its maleficent deity.
7. Driven by an unquenchable hunger they scour the land, eating its inhabitants.
8. It is lashing out so it can get the party's attention. It needs their help with something.
9. They are trying to fulfil a prophecy written by their kind millennia ago.
10. This place was their home, until the people built a city.

1d10

Monster personality

1. Aggressive: will attack without hesitation to teach a lesson.
2. Calculated: always seems to be one step ahead...
3. Calm: they genuinely think what they are doing is right.
4. Assertive: they can influence others to get what they want.
5. Focused: they earnestly continue to work on their task.
6. Devout: they follow their deity with fervent passion.
7. Chaotic: disorganised but ruthless in their fulfilment.
8. Dishonest: cheating and lying are second nature to them.
9. Selfish: the creature's only thought is for their own gain.
10. Violent: they happily destroy everything around them.
11. Vile: they belittle and insult others with venomous words.
12. Superior: they see themselves as an unrivalled being.

1d12

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Supernatural Patrons

This bizarre entity manifests as...

1. a reptilian mass of writhing tails, necks and heads.
2. an enormous humanoid who sits on their obsidian throne.
3. a scruffy, innocent-looking child with unlimited power.
4. eyes. In the blackness of its domain, you see only eyes.
5. a skeleton wrapped in red rags and wispy smoke.
6. a bulky canine with a large mouth, and a long tongue.
7. a singing statue who always covers their face.
8. an infinite pit, full of shark-like teeth and jaws.
9. a gargantuan minotaur who is enveloped within living ice.
10. a giggling, insane, badly costumed clown.
11. a powerful sword with a single corrupted eye.
12. a bleached-white feline who wears a bladed crown.

1d12

Their name is

1. Koka	1. guthad
2. Razz’	2. kilith
3. Am	3. nixu
4. Wyhr	4. lok
5. Babu	5. pothrah
6. Calo-	6. ghyrgan
7. Sol’	7. seroy
8. Bule	8. kektrath
9. Nen	9. toa
10. Urz	10. lurchh
11. Carri	11. zard
12. Infur-	12. thulu

2d12

Their title is

1. The Blue-Eyed Prince.
2. The Neverborn.
3. Smiling Extermination.
4. The Chained Apocalypse.
5. Herald of the New Dawn.
6. Grandmother of Decay.
7. The Infinite Shadow.
8. The Unquenchable.
9. Obliteration Incarnate.
10. Father of Ruination.
11. Mortality’s Muzzle.
12. The Annihilation Serpent.

1d12

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Fiendish Contracts

The party may come across an otherworldly being on their adventure who can (for one reason or another) offer them everything their heart desires. But travellers should beware, these contracts come with a price. Roll on the table below to strike up a deal:

Your heart's desire in exchange for your...

1. eyes and sight.
2. strength, your muscles will shrivel and fade.
3. revenue gained from any adventures you go on.
4. ability to laugh or make other people laugh.
5. appearance. Your skin will be covered in permanent scales, boils and warts.
6. capacity to sleep peacefully. From now on you only have nightmares when you close your eyes.
7. right hand. You still get to keep your left one.
8. understanding of flavour. All food and drink will taste like sour ash.
9. emotion. From now on you cannot feel any mood, but instead remain in 'neutral' feeling and behaviour.
10. tonal range. You will only be able to muster monotone speech and song.
11. memories from your childhood, your existence will now just be a blur.
12. collection of magic items, powerful weapons and enchanted armour.
13. blood, all of it. From now on your entire body will be full of dust.
14. teeth. But don't worry, they will all be replaced with sharp fangs.
15. identity as you know it. You will be randomly assigned another race from the world.
16. ability to talk and converse.
17. best friend's life, but do not fear, they won't know it was you that extinguished them.
18. endurance, your maximum hit points will be halved.
19. ability to question any command given to you.
20. fighting ability. You will forget how to use weapons or how to wield magic.

1d20

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Spooky Spectres

Phantoms and spirits

1. Shrieking Sarah – A young, howling woman with an elongated cavern of a mouth.
2. The Grimm – Hooded, tall, skeletal and silent. Their tattered robe is pure shadow.
3. The Red Child – A small, giggling toddler with sharp teeth and blood-smeared lips.
4. Sir Jasson – His clanking plate armour echoes around him as he seeks vengeance.
5. Shackled Sorrow – A prisoner with chains around their ankles, looking for freedom.
6. The Drowned Lady – An elderly woman who swims and floats as if in water.
7. Hangman – Gripped by tight ropes, he tries to suck the life from other souls.
8. Faceless One – A bony entity with no facial features. They follow and watch others.
9. The Hungry Hound – This starving dog looks for meat to fill its ever-hungry stomach.
10. The Watcher – A girl holding a balloon silently points.
11. Sarilla – This small doll wants to know what it is like to be a real child.
12. Lord Buckingworth – This old aristocrat chases off any trespassers on his land.
13. The Masked Matron – Little is known about her, other than her iron mask and axe.
14. Headless Hank – This man carries a blade, looking for a head to replace his own.
15. The Captain – A skeletal pirate with small barnacles growing across their bones.
16. Portly Petera – A rotund butcher wearing a bloody apron, wielding a cleaver.
17. The Crawler – This severed hand scuttles around.
18. Charred Charlotte – She burns with perpetual fire, looking for a way to stop it.
19. Wretch – A fleshy man with trailing intestines and green, decaying skin.
20. The Fisherman – He is invisible, but he leaves wet footprints wherever he goes.

1d20

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The spirit is stuck in this realm because...

1. it travelled here from another world by accident.
2. its remains have been stolen and it has spent centuries trying to gather them.
3. the bond to its true love cannot be broken, even by its unfortunate death.
4. it seeks revenge on the bandits who attacked, robbed and killed it.
5. it was sent back on a mission by an entity in the afterlife.
6. it drowned, and never had a proper burial. It longs for peace and resolution.
7. it doesn't realise it is dead and continues life as normal.
8. it was murdered, and its novel was stolen and published by a rival. It demands recognition.
9. its soul was accidentally tied to another, and cannot find peace until both people die.
10. it was a druid, and even in death it upholds its sworn promise to defend the forest.
11. it was cursed by a witch to remain in this world, even after death.
12. it died from an illness during its wedding ceremony.
13. a strange potion gave them spectral properties, they aren't really dead.
14. it was summoned by a necromancer, who it killed.
15. it lost its mother's ring when alive. It continues the search in the afterlife.
16. it did not complete its final painting when alive, and will only rest when it is done.
17. children summoned it by chance in a spooky game.
18. it was betrayed and died on a battlefield during a horrible, bloody war.
19. it was a crazed mage in life, and preserved its soul in multiple artefacts.
20. it wished for immortality when granted a wish. It now lives forever as a spirit.

1d20

The suspense is killing me

When a ghost is hunting (or haunting) the party, try using horror film tropes such as unexplained sounds, laughter, closing doors and eyes within the shadows... often the suspense is more terrifying than the final boss battle itself!

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Sweet Dreams

Giving your players dreams as they rest is a great way for them to feel more connected to their deity, foreshadow future story events or simply make them feel special. Perhaps a spell or otherworldly effect has got your player dreaming? Here are some creative descriptions.

Fantasies based in real life

1. You own a small shop, and customers love what you sell!
2. You stare out across the green-blue ocean as you ride the waves in a beautiful ship.
3. You spend the day with your family, laughing and smiling.
4. You sit at a table, a huge feast of your favourite food is laid out across it for you to enjoy.
5. Now you have finished climbing the mountain, you can relax and enjoy the view.
6. You are riding in the back of a horse and cart, eating a delicious apple.
7. You come across a grove full of sweet-scented, red flowers.
8. Adrenaline rush, as you just defeated a mighty dragon!

1d8

Surreal allegories and visions

1. You sit in a field, and feel a deity smiling down on you.
2. You are flying above a village you visited recently, people wave and cheer at you.
3. Seven pink cows and seven green cows surround you.
4. You spend the day as a goblin in a town you know, everyone is pleased to see you.
5. Within the starry cosmos, many tropical fish swim by.
6. You win a drinking contest in a lively and jovial tavern, your opponent is your father.
7. You find a colourful cave within a mountain, inside it is the thing you most desire...
8. In a mirrored room you dance alone, your reflection smiles.

1d8

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Ghastly Nightmares

If your players rest near a powerful monster or decide to make camp in a haunted area, have their sleep interrupted by nightmares. It will not only make the character (and the player) terrified, but give an overall sense of peril to the party. Here are a few horrible ideas.

Common fears and delusions

1. Your itchy teeth fall out into your hands one by one.
2. You are trapped in a musty, old coffin with no escape.
3. You wander through the streets of a town naked, everyone laughs at you.
4. You hopelessly try to climb a mountain that is made from slippery, wet mud.
5. Overwhelmed, you try to fight off hordes of enemies.
6. You are being chased through a house by a phantom that is trying to devour you.
7. Destitute and poor, you are ignored by every passer-by.
8. Your mentor is examining you, and you fail every test one after another.

1d8

Horrific hallucinations

1. You fall through blackness, and land in deep, cold water.
2. An enormous eye stares at you, it blinks and you feel your heart skip a beat.
3. Four skeletal, flaming horses torch the world around you.
4. You are interrogating a prisoner. As you light a torch you see yourself chained up.
5. Five crows sit and caw next to your shattered tombstone.
6. You are attacked by an enemy who has disguised themselves as someone you know.
7. You are a rabid animal, you track and hunt your prey with fury and savagery.
8. Everything you touch decays into ash before your eyes.

1d8

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Traps and Hazards

A setback to overcome

1. The floor ahead has been covered in adhesive, gluing the players in place.
2. Bars on the ceiling that require strength to swing across to avoid the spikes below.
3. A pressure plate will trigger a portcullis to drop from the ceiling, splitting the party.
4. Iron statues stand near the door ahead. Unless they are deactivated, they will attack.
5. Inky smoke emanates from an orb. In one minute there will be total darkness.
6. Players must be prone to traverse the tunnel ahead. It is home to many snakes.
7. Dense, murky water begins to fill the room as the players search for an escape.
8. Carnivorous plants try to restrain the players and wrap them up as they pass.

1d8

Deadly hazards to avoid

1. Some panels of the long bridge ahead are weak, and will snap if walked on.
2. A jewel rests on a pedestal inset within a wall. If it is removed, spikes clamp down.
3. Deadly swords fly around the room, and will attack. They have a disarm command.
4. Out of a series of mirrors climb spectral forms of the party, and they attack!
5. Fossilised T-Rex bones within the wall will break free and come alive if triggered.
6. Hot laser beams cross the hall ahead, players will need to be dexterous to avoid them.
7. The moving ceiling will crush anyone who cannot get to the end of the long corridor in time.
8. Unstable torches are balancing above an oily floor that will ignite if disturbed.

1d8

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Dangerous Doors

A unique door can add a new dimension to a dungeon, and you can build and adapt these to fit into any maps you have designed. It is helpful to plan a range of solutions in advance, but reward players for their creativity if they come up with an ingenious way to proceed.

Deep Breath

This ethereal door is considered solid stone, unless the players hold their breath whilst they walk through it.

A Nice View

This door is made from a flat sheet of glass, and the only way forward is to smash it and climb through.

Red Hot

The door, handle and hinges are searingly hot. It can only be opened once it has cooled down.

Iron Fresco

A magical scene is embossed into the iron door. Players must know their history to know the switch location.

Crimson Cup

An empty trough at the base of the door must be filled with enough fresh blood to make the door open.

Mood Swing

The knocker is a sad, crying face. If told a funny joke, it will creak into a smile and slowly open up.

Water Wall

A raging waterfall makes a solid wall. The players will be able to pass through it only if the flow is stopped.

Light Codes

Ten panels on the door light up in a random order. The code must be repeated for access to be granted.

Tooth Tunnel

Jaws full of sharp teeth clamp shut to make this door. When given their favourite food, the jaws will open.

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COMBAT & INJURIES

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The tables in this chapter add combat rules for when players critically hit an enemy, or when they miss their target and spectacularly fail. To add more grittiness to your games you can also roll on the remaining tables to discover the side effects and long-term impact your players suffer during their gruelling adventures.

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Critical Hit: Melee

Critical hit, with overwhelming force!

01-49.	Whoah, that looked like it hurt! You score a regular critical hit.
50-54.	Oo shiny! Your attack made your enemy drop an item they were carrying.
55-59.	Using your momentum, you can move faster next turn.
60-62.	With a boost of confidence, your defence is strengthened next turn against your enemy.
63-65.	It is easier for you to hit your enemy next turn. Exploit their temporary weak spot!
66-68.	Rampage! On your next turn it is easier to hit all enemies.
69-71.	You are able to spin and remove yourself from combat this turn (if you would like to).
72-74.	Your enemy is frightened of you for one turn.
75-77.	You disarm your opponent and their weapon flies away from you both.
78-80.	After your attack you can try to grapple or shove your enemy away.
81-83.	After your attack you can very easily grapple or shove your enemy away.
84-86.	Your enemy must test their dexterity or fall prone.
87-89.	Add an extra die to your damage rolls for this critical hit. Hit them hard!
90-92.	You are able to dodge your enemy's next attack.
93-95.	It is now difficult for any enemies who saw your last attack to hit you next turn.
96.	You get a slight damage boost to everything you roll until the end of combat.
97.	It is easier to hit this enemy until the end of combat.
98.	Roll all of your damage dice once more during damage calculation – ouch!
99.	The enemy loses some hit points every round from now on, and is bleeding.
100.	What has gotten into you?! Roll twice on this table, and keep both critical hit effects.

1d100

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Advanced Critical Hits and Misses

Instead of just scoring a regular critical hit or miss in combat, these d100 tables give varied and nuanced effects that can make your players feel even more powerful... or more clumsy. You can use them in every combat situation, or only during boss battles to ramp up the stakes!

Critical miss, with overwhelming stupidity!

01	You hit yourself with your attack for full damage!
02	Your weapon is damaged and it will need repairing (re-roll if it was a magic weapon).
03	You immediately trip over and fall prone on the floor.
04	Your enemy can re-roll their damage against you if they roll low damage dice.
05	Your attack accidentally hits a nearby ally, for half damage. Sorry!
06-08	You injure yourself and take half damage from your attack.
09-11	Make a successful roll or become frightened of the enemy you are targeting.
12-14	Your weapon is lodged in the ground, you will need to roll to try and retrieve it.
15-17	Confused, you miss the next round of combat as you try to find your bearings.
18-20	Your enemy takes the opportunity to attack as you leave yourself open.
21-23	It is easier for all enemies to hit you with their first attack on their next turn.
24-26	Stray ivy wraps around your foot, grappling you next turn.
27-29	All of the enemies around you will target you next round, unless doing so will hurt them in any way.
30-32	You feel light-headed and exhausted until you next take a rest.
33-35	Careful! Find your feet or slip over and fall prone.
36-38	Your moves are predictable. It is easier for your target to hit you next turn.
39-41	Ow, my arm! Your melee attacks only do half damage on your next turn.
42-44	Ow, my leg! You move at half speed next turn.
45-49	You feel overwhelmed. Make a successful roll or miss the next round of combat.
50-100	How embarrassing, you missed. I hope no one saw.

1d100

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Critical Hit: Ranged

Critical hit, the perfect shot!

01-49.	That was pure skill. You score a regular critical hit.
50-54.	Confused, your enemy will not target you next turn.
55-59.	After firing, you can move at double speed this turn.
60-62.	Your enemy has to test their strength, or will stagger backwards away from you.
63-65.	Once you fire your shot, you can hide nearby if there is something to obscure you.
66-68.	Think you can do that again? It is easier for you to hit this enemy next turn.
69-71.	On your next turn it is easier for you to hit all enemies, now you're in the zone!
72-74.	You shot them in the knee! Your enemy's movement speed is halved next turn.
75-77.	You hit your enemy's weapon, and they drop it on the ground.
78-80.	You can fire two shots, doing half damage to your enemy and another nearby.
81-83.	In the confusion, it is more difficult to hit you next turn.
84-86.	Your enemy will try to move away from you if they can.
87-89.	You can fire three shots, doing one third damage to your enemy and two others.
90-92.	You get a damage boost to your shots next turn.
93-95.	Your shot glances off their head. Your enemy is dazed and stunned next turn.
96.	Enemies around the one you shot will have to test their resolve, or become scared.
97.	Roll all of your damage dice once more during damage calculation.
98.	The enemy loses some hit points every round from now on, and is bleeding.
99.	The projectile goes through your enemy, and hits an enemy behind them.
100.	Bull's-eye! Roll twice on this table, and keep both critical hit effects.

1d100

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Critical miss, were you even looking?

01	You totally misfire and hit yourself for full damage. Be careful next time.
02	Your attack accidentally hits a nearby ally, for the full damage, heads up!
03	You shoot your foot by mistake. You take half damage from your attack.
04	Your attack glances off a nearby ally for half damage. They were in the way!
05	You slip over and fall prone, that's why you missed.
06-08	The battle becomes a bit too much, you are frightened and try to move away.
09-11	Lost a bit of confidence? Your ranged attacks only hit for half damage next turn.
12-14	On your next turn, it is easier for all enemies to hit you.
15-17	Test your dexterity, or slip over and fall prone on a patch of wet mud.
18-20	Whoops! You must spend next turn fixing your weapon.
21-23	Randomly assign your attack to someone on the battlefield.
24-26	Test your constitution or pull your hamstring, making you move half as quickly.
27-29	You sneeze loudly, and draw a nearby enemy's attention.
30-32	Your ammunition pouch splits, and you drop 1d12 of your projectiles.
33-35	Something flew into your eye! You are considered blind next turn.
36-38	You knock your melee weapon, it comes loose and drops to the floor.
39-41	Test your constitution or pull a muscle in your arm, making it harder to aim.
42-44	Your ammunition pouch splits, and you drop 1d6 of your projectiles.
45-49	Your shot whizzes by your enemy, drawing their gaze towards you.
50-100	You miss your target... Better luck next time.

1d100

House Rule: Aim for the head!

To discover a weak spot on a creature, a player will have to score highly on a perceptive roll. For a player to hit the weak spot it will be more difficult than a regular attack, but will seriously hurt the creature if it lands. This risky trick-shot could end with a staggering blow.

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Critical Hit: Magic

Critical hit, a sorcery masterclass!

01-49.	Wow, you show off with finesse and flourish! You score a regular critical hit.
50-54.	Using bizarre magic, you can move one of your allies up to half of their movement speed.
55-59.	Your enemy is blasted 5 feet away from you.
60-62.	After firing your spell, you are cloaked and become invisible until next turn.
63-65.	You gain half the damage you dealt back as hit points.
66-68.	A second, illusory double of yourself appears next to you for one turn.
69-71.	You can attack an additional target with the spell.
72-74.	Pulsing energy surrounds the enemy, and drains hit points from them next round.
75-77.	As a pleasing scent fills the room, your party gain back a small amount of hit points.
78-80.	Crackling aftershocks boom around the area, deafening the foe you fired at.
81-83.	Thrown through a magical vortex, you can teleport to anywhere on the battlefield.
84-86.	The flash of bright, arcane energy blinds your foe for one turn.
87-89.	Bright, pink light surrounds your enemy, making it much easier to hit.
90-92.	Your enemy sees you as a terrifying threat, and is frightened of you next turn.
93-95.	Your enemy is blasted to the ground. They try to recover, but are knocked prone.
96.	Amazingly, the spell fires a second time at half damage!
97.	It was a punishing hit that has caused real pain, your enemy is stunned next turn.
98.	You flash back in time, and can take another turn.
99.	Your enemy takes more damage from now on.
100.	You unleash untold power! Roll twice on this table and keep both critical hit effects.

1d100

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Combat Magic VS Utility Magic

The critical hits and misses on the tables below are for spells that are fired at their targets, and the effects are varied and strange. You could carry this idea into utility spells, too. For example, what happens to the guard when they critically fail against a spell to charm them?

Critical miss, you performed the spell wrong!

01	You accidentally open a portal to another dimension, and an evil creature emerges!
02	The magical energy blasts into your face, hitting you for full damage.
03	Your magic ricochets, hitting two of the closest allies for half damage.
04	Any fallen enemies rise again as weak zombies.
05	Something comes over you, and you see your party as the enemy next turn.
06-08	Levitating, you drift through the air, heading upwards uncontrollably.
09-11	You are thrown back 10 feet and fall prone.
12-14	Everyone within 15 feet of you takes flaming damage.
15-17	Your spell uses up double the amount of components, and fizzles into nothing.
18-20	A flash of lightning fires back into your eyes, blinding you for a turn.
21-23	Suddenly, you disappear. You are removed from the battlefield for the next turn.
24-26	The energy needed for the spell is double, draining your magical power twice over.
27-29	Your head fills with visions, you are frightened next turn.
30-32	Your misfiring spell turns the ground into jagged rocks, making it difficult to cross.
33-35	In a puff of smoke, you teleport right next to the creature you were firing at.
36-38	Static energy restrains you for a turn, as you try to release yourself from it.
39-41	Sick to your stomach, you begin to vomit out eels. You are poisoned for 24 hours.
42-44	You become magnetic, making you easier to hit.
45-49	The spell saps your energy, making you feel exhausted.
50-100	You cast the spell and nothing happens. It's okay, everyone has off days.

1d100

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Lasting Injuries

Adding lingering injuries to your combat can make your game feel much more dangerous and deadly, which heightens the drama. Some of these injuries can be fixed by magical healing, whilst others may be long-lasting.

Wounds received after falling in battle

1. An eye is damaged and you lose the use of it for good.
2. One of your arms is severed during combat, this needs to be treated quickly.
3. A leg is lost in the heat of battle, this needs urgent medical attention.
4. You lose a toe, roll 1d10 to find out which one.
5. You lose a finger, roll 1d10 to find out which one.
6. Your leg is broken. You will move half as quickly for the next 30 days.
7. Your wrist or arm is broken, meaning for the next 30 days it needs to be held in a sling.
8. Some ribs break, limiting the actions you can take for the next 10 days.
9. This deep wound will take years to heal. Your hit point maximum is lowered.
10. Punctures to your abdomen make you less strong and able than you were before.
11. This wound becomes infected, roll on the diseases table on p71.
12. A chunk of your ear is sliced off and removed.
13. A hefty mouth injury shatters your teeth, making you less charismatic.
14. Your character is frightened by this kind of enemy from now on.
15. You now hear a ringing sound at all times.
16. Your character remains frightened until they rest.
17. You lose a lot of blood, making you feel exhausted until you next fully rest.
18. After this fierce battle you will be left with bruising and a black eye for 1d6 days.
19. Painful damage to your torso will leave you with several deep, long scars.
20. Minor scarring across your face and body will forever tell the tale of this battle.

1d20

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Revival Side Effects

Bringing someone back from death is possible with the right miraculous intervention or magical insight, but strange things can happen to a soul in transit between the afterlife and reality.

Back to life, but something feels different

1. A soul has returned to their body, but it is apparent it was not *their* soul.
2. The revival fails, their soul is left in the afterlife at peace.
3. Time away from their body has made them weak, they now move a lot slower.
4. They can no longer use their vocal chords.
5. The drive for an adventurer's life has faded from them, they need rest and calm.
6. Their hands tremble and shake, making ranged attacks more difficult for them.
7. The process gives them burn scars across their body.
8. Being less wary about the world makes it easier to hit them in combat.
9. Shrivelled muscles reduce their overall strength and melee damage output.
10. Their race is permanently changed to reflect their fiendish afterlife destination.
11. Their race is forever altered to reflect their celestial afterlife destination.
12. They awaken, forgetting the last 1d20 days of their life.
13. Their proportions remain the same, but they have shrunk by 1d12 inches.
14. Strangely, they can now speak an ancient language.
15. Their hair is bleached white, and will grow this way from now on.
16. They immediately expel any and every bodily fluid they were storing.
17. It seems they have grown taller by 1d12 inches.
18. When it gets dark, they can now see spirits and ghostly figures walking around.
19. They gain shimmering, golden freckles dispersed across their entire body.
20. The resurrection goes perfectly well, and they are the person they once were.

1d20

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Illnesses and Ailments

Adventuring sounds glamorous, but unfortunately because of the conditions through which adventurers travel, they may pick up nasty bugs or infections. These illnesses are non-fatal, but can have serious effects on stamina and morale. Most illnesses last 1d6+1 days.

Physical conditions

1. You feel sluggish, suffering exhaustion and fatigue.
2. Your sinuses are blocked. It is difficult for you to smell or taste until they clear.
3. Strong headaches mean you need to rest for longer.
4. Painful stomach cramps mean you cannot move as quickly as you used to.
5. Nausea makes it difficult to concentrate on anything, you vomit once every 1d4 hours.
6. Sticky mucus gathers around your infected eyes, making it difficult for you to see.
7. Diarrhoea makes you poop once every 1d4 hours.
8. Aching muscles mean you are not as agile as usual.

1d8

Magical sicknesses

1. Smoke surrounds your head, making you deaf and blind.
2. Hallucinating, you can no longer tell who is a friend or a foe in combat situations.
3. Your saliva is acidic, and burns you when you speak.
4. Your skin glows a bright green from within, making your party much less stealthy.
5. Your hands and feet become slimy tentacles, and you are unable to pick anything up.
6. Strange visions of your past race across your mind. You cannot sleep until it passes.
7. Covered in painful blisters, you will now take more damage.
8. You gain the ears, nose, tail, fur and teeth of a rat.

1d8

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Deadly Diseases

These long-term illnesses can be contracted from strange insects, or through dangerous monsters or spells. The diseases below don't come lightly, and can only be removed by visiting a powerful healer who may be able to purge the condition from a player's body with the right spell.

Viruses and plagues

1. Your exhaustion grows and grows daily. If left untreated, it may lead to death.
2. All of your bones soften, decreasing your strength.
3. Slime is constantly excreted from the pores of your skin.
4. Dark, waxy liquid is regularly discharged from your ears, and you are deafened.
5. Your skin becomes pale and sickly. Your body is weak, your hit points are halved.
6. Paranoia takes over. Anyone you are not familiar with terrifies and panics you.
7. Constant itches across your body limit your actions.
8. Your knees become stiff, halving your movement speed.

1d8

Enchanted infections

1. Your skin slowly becomes bark, and you eventually become an immobile tree.
2. Your brain is corrupted, making you feral and wild.
3. Every 1d4 hours, a swarm of angry bees escapes from you.
4. Thick, pink fur covers your skin. This significantly impacts your charisma.
5. The only way you can satisfy your stomach is by eating other humanoids.
6. You become obsessed by an object another player wears.
7. You turn into a monster over the next 1d12 days.
8. A parasitic wyrm grows and lives in your gut. You begin to lose weight and strength.

1d8

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Divine Blessings

You have the gods favour. Now, you...

1. can sense heavy rain, snow or sandstorms an hour before they happen.
2. can summon high quality food and drink once per day.
3. can detect when an item is enchanted or magic just by touching it.
4. can befriend docile animals. They will follow you or allow you to ride them.
5. can levitate two feet above the ground at will.
6. have divine protection, making you slightly more difficult to hit in combat.
7. get a supernatural feeling when undead are nearby.
8. feel full of life and vitality. The gods increase your hit point maximum slightly.
9. can summon spectral wings to give you the power of flight for up to five minutes a day.
10. feel stronger than you ever have before, your muscles tone and grow.
11. have a resistance to any poisons or harmful liquids which enter your body.
12. can rule over your own fate and re-roll one dice per day.
13. have the power of influence over other mortals, making you more charismatic.
14. gain a resistance to a particular type of damage.
15. can move more quickly than you did before, you are also more dexterous.
16. have the ability to exhale purple, divine flames from your mouth once a day.
17. can alter your physical features once a day, for up to 30 minutes.
18. only need an hour of sleep per night, giving you more time to serve your gods.
19. can summon divine lightning to smite your foes once a day.
20. receive a divine weapon directly from the gods.

1d20

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Malevolent Curses

As long as the hex persists, you...

1. become much older, making your body weaker and slower than it was previously.
2. are easier to hit when fiendish or undead enemies attack you in combat.
3. can only understand one language, chosen at random from the ones you know.
4. can only recover your hit points by having a rest, healing magic won't work.
5. are always the priority target when undead attack the party.
6. are more susceptible to poisons, diseases, illnesses and other curses.
7. find it more difficult to hit enemies in combat.
8. now have a fiendish familiar on your shoulder who can influence your actions.
9. have boiling-hot skin. Anyone who touches your exposed skin suffers burns.
10. have elongated canines, fingernails and ears.
11. scorch in the sun. When in direct sunlight you suffer searing pain.
12. receive double damage from celestial or divine foes.
13. will slowly petrify anyone you consider a friend if they engage in eye contact.
14. must sleep for an extra hour to feel fully rested.
15. must roll 1d12 when using magic, on a roll of a 1 the spell fails.
16. are harder to trust, making you less charismatic overall.
17. can only quench your thirst by drinking blood.
18. you lose one thing in your inventory (of your choice) every morning.
19. can only see in the darkness and are considered blind in light conditions.
20. are dragged to a fiendish domain. You can only return when the curse is lifted by the one who bestowed it.

1d20

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ITEMS & REWARDS

The quest is finished and your players are looking at you expectantly, they are demanding loot! Let the tables in this chapter fill up your treasure chests, populate picked pockets, furnish interiors and fully stock your potion cabinet.

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Magical Armoury

Enchanted weaponry

1. Golden bow that creates its own radiant arrows.
2. Maul with a head made from flaming rock. It deals mighty damage with every hit.
3. Sword with a blade made from many parts, which can split to become a razor whip.
4. Sword made from a large icicle. It can shoot a beam of icy energy once a day.
5. Twin daggers made from blackest obsidian. They can teleport the user once a day.
6. Ring made of red, writhing matter. Once a day the owner can turn it into any weapon.
7. Giant scythe with a red hot, magical blade. It can cut through almost anything.
8. Staff covered in ivy, once a day the owner can try to grapple an enemy with roots.
9. Bladed, grey boomerang that can whip up electrical storms on the battlefield.
10. Sentient greatsword, it can turn the souls of its enemies into hit points for the user.
11. Glowing dagger that, when thrown, can quickly return to its owners hand.
12. Magnetic arrows that are more likely to hit a target.
13. Transparent hammer that can create duplicates of its wielder once a day.
14. Morningstar with a red, feathered hilt. The wielder can move much quicker.
15. Crossbow bolts that burst with bright paint, making an enemy easier to hit.
16. Barnacled bow that fires briny arrows. It can also be used to speed through water.
17. Two bladed chakram formed of lightning. On a critical hit, they can lash out once more.
18. Mace crafted from bones. The user can rally their allies by using it as a horn.
19. Clockwork crossbow, the bolts it fires detonate after six seconds for high damage.
20. Crystal halberd with a long blade. It has a slight chance of petrifying its enemies.

1d20

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Spellbound armour

1. Winged boots that help the wearer jump twice as high.
2. Scale mail covered in a pattern of the night sky, it allows the wearer to create darkness.
3. Coral shoulderguards that can disperse a shoal of fish who swim through the air.
4. Iron shield cast as a man puffing his cheeks, it can blow out gale-force winds.
5. Golden antler crown that helps the user read thoughts.
6. Blue, metallic gauntlets that help the user create or control water once per day.
7. Spherical, black helmet that grants 360-degree sight.
8. Lightning gauntlets with long steel claws. They can fire crackling electricity.
9. Cuirass made from a dragon's ribcage. It is tough, durable and absorbs damage.
10. This inky, black cape billows smoke that makes hiding much easier.
11. Two large ram's horns adorn this helmet, allowing the wearer to charge into battle!
12. Goggles that help the wearer to tell if someone is lying.
13. One of the five jewels on this breastplate can be smashed to grant health to the wearer.
14. Feathered helmet that allows the wearer to speak a particular language fluently.
15. Clawed boots that make climbing much easier.
16. Cape made from scaled steel that can transform into metal wings for gliding.
17. Gilded green robes that allow the wearer to transform into a gas cloud for one minute.
18. The hypnotic pattern on these glasses can confuse or charm a creature.
19. Blue, finned helmet that allows breathing underwater.
20. Clapping these scaly, red gauntlets together creates a scorching wall of flame.

1d20

Designing your own magic items

You can tailor any weapon or piece of armour here to your campaign setting or player level, using rules and items that already feature within your RPG system as a guide. Limiting the number of the effects an item has can help prevent them from becoming too over-powered.

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Magic Items

Moderately magical things

1. Bottle with an infinite supply of tomato ketchup.
2. Brown leather shoes that tie up, repair and clean themselves.
3. Ring that allows the wearer to hear the thoughts of snakes and small reptiles.
4. Wig that can morph into any hairstyle the wearer would like to have.
5. Two opal earrings that protect the wearer from getting wet in the rain.
6. Rainbow wand that can permanently change the colour of other objects.
7. Notebook with an unlimited number of pages, but always turns to the page the writer wants to see.
8. Small cactus in a terracotta plant pot, when touched it sings a pleasant tune.
9. Playing card deck that makes sure their owner always wins the games they play.
10. Flute that makes loud fart noises when blown.
11. Golden coin that somehow always finds its way back to its owner.
12. Polkadot bowtie that guarantees the wearer's jokes get a good response.
13. Woollen scarf that can be used as an excellent rope.
14. White shoes that release wheels with a command word, allowing the wearer to travel slightly quicker.
15. Small, wooden sphere that tastes like delicious caramel ice cream.
16. Plectrum that allows the user to strum a great song.
17. Golden broach with diamond detailing, releases an infinite amount of fine perfume mist.
18. Lip gloss that makes the owner's teeth look straight and sparkling white.
19. Silver circlet that makes everything taste like wine.
20. Steel cane that can absorb one weapon the user owns. On request, the cane will transform into that weapon.

1d20

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Enchanted items

1. Platinum baton, when triggered it provides 60 feet of daylight in the nearby area.
2. Golden locket, when opened it records the wearer's vision, smell and hearing for 30 minutes.
3. Pen with orange ink, when twisted it releases a ray of scorching heat in a line.
4. Red leather jacket, when a command word is spoken it grows a fur lining and keeps the user warm for three hours.
5. Blunt arrow, when fired it allows the user to learn the strengths and weaknesses of the creature it hits.
6. Mechanical lightning rod, when set up and triggered it summons lightning strikes.
7. Moonstone embellished bridle that can make any riding creature run faster.
8. Simmering emerald. When thrown there is a 50% chance of summoning a meteor that hits where it landed.

1d8

Single-use magic items

1. White ceramic bird, the creature it shatters upon turns into a white chicken for up to 30 seconds.
2. Blue, leather-bound book, when the user signs their name it swaps their strength and intelligence for a day.
3. Five yellow beads, when one is smashed it produces a warm and filling roast dinner.
4. Jar of 50 triangular chips, they transform into daggers when they are thrown.
5. Pot of brown sand, when poured out it will transform into a feral bear.
6. Rolled-up black rug, when placed on the ground it creates a 3 feet round hole.
7. Vase of liquid silver, the user can pour it over themselves to make them incredibly resilient for one hour.
8. Jar of dragonflies, when opened, the insects turn into bolts of force which strike a creature within 60 feet.

1d8

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Magic Item Flaws

Adding magic items to games can make players feel more empowered than ever before. However, if the party begin cruising through every encounter, introducing subtle flaws can make them think more carefully about how and when they use their all-powerful items.

Minor drawbacks

1. Roll 1d4 before you use the item. On a 1, it doesn't work.
2. The item's power surges through you, it steals some hit points every time it is used.
3. It takes your full strength to use, and you cannot move.
4. This item's enchantment makes you glow, meaning you are easier to hit in combat.
5. The item is unstable, and teleports you in a random direction every time it is used.
6. If it is not used daily, it will trigger itself at random.
7. Using the item creates an almighty lighting flash, blinding you for six seconds.
8. Has a 15% chance to affect you rather than the target.

1d8

Major faults

1. If you use this item, you are blasted back and fall prone.
2. Roll 1d12 daily, on a 1 it summons a group of monsters who attack you.
3. Every time the item is used, it halves your hit points.
4. This item draws jealous gazes, and you are now more of a target during combat.
5. Has a 30% chance to affect you rather than the target.
6. The item's power stuns you and any allies within 5 feet of you every time it is used.
7. The item only works during the daytime, and becomes dull and grey at night.
8. Using the item counts as casting a powerful spell.

1d8

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Alchemical Misfires

Your experiment explodes, and...

1. turns you into a frog for the next 1d8 hours.
2. turns into acid, burning through whatever was underneath it.
3. bursts into flames, igniting any flammable objects and creatures within 1d6 feet.
4. creates an thunderous noise, deafening you and the people around you for 1d4 hours.
5. shoots a powerful jet of water upwards for 1d10 minutes.
6. bursts into icy liquid. You, and everyone near you are frozen for 1d4 hours.
7. immediately all dogs within one mile begin howling.
8. begins dispersing dense fog that makes seeing incredibly difficult.
9. you take considerable damage during the fiery inferno as it blasts into your face.
10. squirts black tar into your eyes, making you blind for 1d6 hours.
11. shifts the colours in your outfit into hyper-vivid shades for the next 1d4 hours.
12. sends you hurtling backwards 1d10 feet.
13. reverses gravity around you. Everything begins to float and move upwards.
14. ruins the tools you use for tinkering or experimenting.
15. teleports you 1d20 feet into the air in a large puff of purple smoke.
16. splashes you with a horrific stench. You are now less charismatic for 1d8 hours.
17. gains sentience, legs, arms and a voice.
18. creates liquid that is luminescent and lets off a glow equivalent to sunlight.
19. the magical components fuse and react, causing a small tree to begin growing.
20. hundreds of thousands of glitter particles are created and hang in the air.

1d20

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Potent Potions

Potion appearance

1. Luminescent green, it fizzes wildly and uncontrollably.
2. Red and viscous, it leaves a thick trail around the bottle.
3. Deep brown and bubbling with chunks of wood at the bottom.
4. Dark midnight purple, it has sparkling silver specks.
5. Bright yellow and opaque. It bubbles now and then.
6. A perfectly clear solution that looks like water.
7. A fluorescent blue liquid that is electrically charged.
8. A clear orange solution with settling pink sediment.
9. Opaque, black and thick like treacle or paint.
10. Bright pink liquid that seems to ignore gravity.
11. A clear liquid that gives off an opaque yellow steam.
12. The gloopy, burgundy liquid seems to be on fire.

1d12

Potion flavour

1. Bitter, sour and wretched, it tastes like sewage smells.
2. A strong and salty flavour, like a mouthful of sea water.
3. Doesn't taste of too much, but has a spicy aftertaste.
4. Very thick, with chewy pieces. This is not pleasant.
5. Buttery. Leaves a fatty, oily film around your mouth.
6. Tastes strangely like chicken with a savoury gravy.
7. Tangy and acidic, with an odd licorice undertone.
8. Tastes of strong chemicals, the kind you shouldn't drink.
9. Lemony with a fizz that tingles your nose and throat.
10. Sweet, but dries out your mouth with a chalky texture.
11. Thick and creamy, like milk. It has a vanilla aftertaste.
12. Smooth and sweet, like the juice from an exotic fruit.

1d12

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Potion side effects may include

1. Your skin, hair and body ages by 50 years. The aging reverts back after two days.
2. Your nose turns bright pink, and your hair turns green.
3. You can only speak in a foreign language for the next two days.
4. You begin to shrink, and are now 2 feet smaller.
5. Your muscles lose their strength for four hours. You now hit with less damage.
6. Your body weight doubles, and you move a lot slower for the next eight hours.
7. Your senses fine tune for a day. You are able to hit with incredible precision and skill.
8. You become lighter than air and are able to fly for an hour.
9. Your skin turns to mirrored metal for a day, making you difficult to hurt in combat.
10. Your body bursts into flames and you suffer some serious fire damage and scarring.
11. Gills and scales rip out of your body. You can breathe underwater for a day.
12. Your eyes become that of a cat, giving you night-vision.
13. Your hair turns into leafy ivy, and for a day you can communicate with plants.
14. Your body transforms into a random race for a week.
15. You are now as intelligent as you were strong, and strong as you were intelligent.
16. Your bones become almost hollow, making you more dexterous, but weaker.
17. Water begins immediately pouring out of your mouth.
18. Your hair becomes thick bristles, at every full moon you become a were-echidna.
19. Time slows around you, and you can move twice as quickly for eight hours.
20. The muscles across your body rapidly expand. You seem to be even stronger!

1d20

Glorious risk versus deadly reward

If a player is keen enough to drink an unlabelled bottle of bizarre magical liquid, don't be afraid to give their character permanent changes. This can be a great boon, or a new twist on their character that they weren't expecting! Of course, this should be done sparingly.

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Bizarre Plant Life

Look out for the

1. Milky	*1.* Rose-White
2. Golden	*2.* Nightshade
3. Corpse	*3.* Nettles
4. Screaming	*4.* Mandrake
5. Amethyst	*5.* Belladonna
6. Bleeding	*6.* Hyacinth
7. Laughing	*7.* Thistle
8. Inverted	*8.* Hollyhock
9. Tropical	*9.* Snakeroot
10. Smiling	*10.* Kucharska
11. Frozen	*11.* Foxglove
12. Sunshine	*12.* Ivy

2d12

People say this plant

1. gives off a putrid odour.
2. grows incredibly quickly.
3. is full of powerful poison.
4. explodes when touched.
5. decays the soil around it.
6. is useful for medicines.
7. reacts to emotions.
8. is a robust stimulant.
9. releases a sweet aroma.
10. is ice cold to the touch.
11. can survive anywhere.
12. is very rare and valuable.

1d12

It is recognised by

1. its razor-sharp leaves.
2. its many serrated roots.
3. its large, golden petals.
4. its pearlescent sheen.
5. the green glow it gives off.
6. its pentagonal leaves.
7. its transparent stem.
8. its bright blue pollen.
9. its black and white roots.
10. the way it burns.
11. its ribbed, narrow leaves.
12. the colour it turns water.

1d12

And it blooms

1. once every other week.
2. at the start of each month.
3. during a full moon.
4. once every four months.
5. in coldest winter.
6. only during peacetime.
7. on new year's day every year.
8. in the presence of magic.
9. when in contact with metal.
10. every tenth year of its life.
11. only during thunderstorms.
12. once a century, for an hour.

1d12

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Unusual Components

Use these tables when your players ask how they can add a little bit more power to a particular spell, or when they would like to create a potion that isn't otherwise available. Magic and alchemy often need strange, inconvenient or rare ingredients to work, here's some inspiration.

Uncommon objects used in spells or potions

1. Miniature wooden animal.
2. Mashed oak tree leaves.
3. 3lb copper ingot.
4. Sprig of freshly cut oregano.
5. Slime from a snail or slug.
6. Jewelled golden bangle.
7. Drop of blood from a bear.
8. Handful of crushed ice.
9. Vial of expensive red wine.
10. Cup of olive oil.
11. Well-used paintbrush.
12. Liquid silver.
13. Hornet's thorax.
14. Beech tree sap.
15. Small tube of fresh honey.
16. Juice of one orange.
17. Jar of sour milk.
18. Fist-sized clump of clay.
19. Two knotted rat tails.
20. Four small, painted stones.

1d20

Rare items used in advanced magic or alchemy

1. Boiling porcupine saliva.
2. A tooth from your own mouth.
3. 3lb adamantine ingot.
4. Fresh whale blubber.
5. Acid from a black dragon.
6. Crescent-shaped ruby.
7. Bottled lightning.
8. Vial of cobra venom.
9. Liquid rhodium.
10. Necklace of eagle talons.
11. Vial of goblin tears.
12. Bottle of exquisite perfume.
13. Ten hydra scales.
14. Platinum nugget.
15. Black explosive powder.
16. Hair from a unicorn's mane.
17. A queen's handheld mirror.
18. 150-year-old vintage wine.
19. Spores from a rare fungus.
20. Bag of diamond dust.

1d20

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Scandalous Scams

Here are a list of scams that you can present to unsuspecting players. You could tell them about the peddler's motives up-front, or keep them as a twist once the players have spent some coin.

Lying, cheating and stealing

1. A local farmer is collecting for a charity that does not exist.
2. A shady courier asks the players to pay an import tax for a bogus package.
3. A health guru is in town, and is selling a range of suspicious tonics, waters and ointments.
4. Fake coupons are available, promising 40% off your next purchase at the blacksmith.
5. An entrepreneur is looking for funds towards a fishy venture.
6. The players have won a prize, but they need to pay high fees to release it.
7. Tickets to a made-up raffle are being sold in the market.
8. A phony jeweller agrees to make jewellery from your gems, but disappears quickly.
9. The bridge has an unexpected toll, players have to pay or they cannot pass.
10. A local 'knight' has lost their armour, and is looking for donations to buy some more.
11. Put a gold coin into this magician's box and it will turn into a copper coin!
12. Rigged horse races are run bi-weekly in this town.
13. Someone is selling 'classified' bounty posters for made-up targets.
14. Mirrors are set up to help a poker player win games.
15. On a street corner someone is selling their book: 'Five Ways to Get Rich Quickly'.
16. Advanced tickets to a travelling zoo are being sold, the animals will never arrive.
17. An elderly seer has useless information... for a price.
18. A merchant is selling knock-off hats, shirts and dresses at a 70% discount!
19. A child is winning all of their arm wrestling bets by using a sneaky bit of magic.
20. For a high price, the players can buy an inaccurate map leading to 'ancient treasure'.

1d20

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Bargain Spell Scrolls

They say if something is too good to be true, it probably is, but buying that cheap spell scroll from a shady dealer sounded like a good idea at the time... When the players come to use the spell scroll, you can reveal that it wasn't quite what they thought it was!

It turned out to be a Scroll of...

1. Fire ~~Bolt~~ Bowl. In an empty space in front of you a flaming bowl appears. It extinguishes after 7 minutes.
2. Disguise ~~Self~~ Shelf. The next time you visit a shop, you will need to roll high to find what you are looking for.
3. Animate ~~Dead~~ Bread. A ration pack springs to life and sprouts legs. It will have life for a day (or until it takes damage) then revert back.
4. ~~Invisibility~~ Visibility. Your target becomes bright orange and luminous, the effect wears off after one minute.
5. ~~Lightning~~ Lightening. Everyone around you feels slightly lighter, and you feel heavier for one minute.
6. Minor ~~Illusion~~ Intrusion. You suddenly feel as though you have outstayed your welcome in your current location, and have an urge to move on.
7. Bestow ~~Curse~~ Purse. Your coinpurse is magically placed into your targets pocket, unlocked and open.
8. ~~Sleep~~ Sleepy. You cause your target to yawn slightly and feel a bit fatigued, but the feeling doesn't last long.
9. ~~Speak~~ Shriek With Animals. You call out in a sound that is identical to the animal you cast this spell on. Both of you howl and screech for one minute.
10. ~~Thunder~~ Chunder Strike. You immediately vomit in the direction of your target. They take no damage.
11. Water ~~Walking~~ Talking. Crashing waves now sound like hundreds of voices talking for the next hour.
12. ~~Ice~~ Rice Blade. Grains of sticky rice form padding across your blade. If you attack with your weapon it will do less damage.

1d12

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Books and Novels

Fiction Titles

1. My Own	1. Story
2. Telling Her	2. Memory
3. Sharing A	3. Adventure
4. A Mystery	4. Poison
5. The Hero's	5. Reflection
6. Forget The	6. Vagabond
7. Capture A	7. Mentor
8. Loving The	8. Dark Side
9. Losing The	9. Secret
10. One More	10. Dream
11. Heavenly	11. Beginning
12. Give Me A	12. Lover

2d12

Historical Essays

1. Battle For	1. The Prince
2. Remember	2. The Sword
3. Betray For	3. Vengeance
4. A Study on	4. The Treaty
5. The Age of	5. The Dagger
6. History of	6. The Dowry
7. Century of	7. The Broken
8. The Life of	8. The Throne
9. Queen and	9. The Wolf
10. Before	10. Our Glory
11. Priest and	11. The Crown
12. Truth of	12. The Cage

2d12

Magical Tomes

1. Notes on	1. Alchemy
2. Gwatkin's	2. Conjuration
3. Manipulate	3. Magic
4. Animating	4. Familiars
5. Tome of	5. Golems
6. Revealing	6. Illusions
7. Creating	7. Undead
8. Absorbing	8. Sorcery
9. Inverting	9. Power
10. Theory of	10. Arcana
11. Tzarar m's	11. Chaos
12. Arcane	12. Thunder

2d12

Cursed Manuscripts

1. The Gaunt	1. Creature
2. Tale of The	2. Phantom
3. The Red	3. Spirit
4. Nightmare	4. Graveyard
5. Eaten By a	5. Dragon
6. Visions of a	6. Child
7. Tortured	7. Soul
8. The Crying	8. Mannequin
9. A Smiling	9. Devastator
10. Withered	10. Leviathan
11. A Howling	11. Forest
12. The Grey	12. Bat

2d12

Book defining features

1. A tattered and dusty book with some pages missing.
2. The dark leather on the cover is embellished with black jewels which glow slightly.
3. The book's cover is made from tough steel, its name is engraved on the front.
4. A selection of pages that have been pinned together with an iron ring.
5. The tome's title used to be legible, but has faded with age.
6. Burn damage marks the front of this book's cover. Some of the pages are loose and torn.
7. The cover is made from some kind of exotic, scaled leather.
8. Well-loved and well-used, this book has folds and creases throughout its pages.
9. The book is locked, and its mechanism resembles the jaws of a carnivorous animal.
10. A fiery orange ribbon bookmarks a page in this otherwise ordinary book.
11. The title is embossed on the grey leather cover, metal brackets support the spine.
12. A luxury silk finish makes this book feel exquisite.
13. A large padlock locks this book tightly shut. A shocked man is drawn on the cover.
14. Rope wraps around this tome, keeping it closed.
15. Strange, arcane symbols are scribbled across the cover in a somewhat random way.
16. Floral foiling make the cover of this book feel unique and very expensive.
17. Spiked studs puncture and support this book's binding.
18. This manuscript is on an old scroll that must be fully unravelled to be read.
19. A sapphire is stamped into the cover of this book with ornate, metal clasps.
20. Grey smoke emanates from this black book. In the dark it glows a ghostly green.

1d20

Years of history at your fingertips

Interesting books and manuscripts add depth and history to the world the players inhabit. Why not give some plot, monster or campaign setting secrets away to those who spend time reading them? It can be a refreshing alternative to having nonplayer characters give information.

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Works of Art

This piece is a

1. Woven tapestry
2. Watercolour painting
3. Pen and ink drawing
4. Graphite sketch
5. Lino print
6. Oil painting
7. Dyed, parchment collage
8. Charcoal drawing
9. Cross-stitch picture
10. Chalk drawing
11. Woodcut print
12. Chunky quilt

1d12

and depicts a

1. screeching rooster
2. horrifying dragon
3. young, crying peasant
4. smiling sun deity
5. armoured knight
6. heroic pirate captain
7. confused scholar
8. elderly farmer
9. gigantic kraken
10. lord of the underworld
11. singing bard
12. winged, holy angel

1d12

who is

1. harvesting wheat
2. holding a human heart
3. wearing a platinum crown
4. wounded and bleeding
5. wielding a huge sword
6. playing an instrument
7. being fired from a cannon
8. leading a great army
9. rolling a six-sided dice
10. destroying a village
11. rescuing a helpless king
12. standing atop the world

1d12

in a frame which is

1. old, split and wooden.
2. finely crafted steel.
3. floral sculpted silver.
4. black-stained wood.
5. mirrored glass.
6. oval and wooden.
7. crafted from bones.
8. circular, ornate steel.
9. colourfully painted wood.
10. wooden with a gold trim.
11. wrapped in a scaly hide.
12. jewel encrusted gold.

1d12

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Interior Loot

Cabinets, boxes, drawers and cupboards

1. Three wooden spoons of different sizes and designs.
2. Small, leather-bound diary which on closer inspection clearly belonged to a noble.
3. Wooden tube that is full of roughly-drawn, charcoal life drawings on parchment.
4. Screwed up map which apparently leads to treasure, the owner has given up on it.
5. Golden signet ring bearing a peculiar emblem.
6. Porcelain doll with finely painted features. It is dressed in a traditional outfit.
7. Ledger detailing the revenue of a nearby shop.
8. Fifteen sticks of incense tied up with a ribbon. They give off a layered, fruity aroma.
9. Neatly folded-up, formal, red clothing. On top of the outfit is a red top hat.
10. Children's book detailing weird and wonderful beasts, creatures and magic.
11. Glass eye with a purple iris. A woman's name written on the back of it.
12. Fifteen white wax candles, tied up with string.
13. Fairy princess dress-up outfit with wings. It would definitely fit an adult.
14. Old box, inside is a board and pieces to play a game.
15. Bottle full of bubbling liquid. 'Use when in trouble' is written on the side.
16. Tooth of a canine creature hung around a golden chain necklace.
17. Parchment detailing a plot to assassinate a noble.
18. Velvet box containing seven rare and valuable feathers from exotic birds.
19. Religious book wrapped up in fine silk linens. It is well-used and old.
20. Small, locked box that is full of finely cut gemstones – and a handwritten letter.

1d20

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Loot and Plunder

Pickpocket 'rewards'

1. Small piece of blue fabric used to patch clothing.
2. Shopping list written on some parchment. It's full of mundane, everyday items.
3. Chunky key made of dull bronze, it looks like it might be for a large door or chest.
4. Lacy and well-crafted handkerchief. It doesn't belong to the current holder...
5. Colourful badge that describes a high military rank.
6. Deck of brand-new playing cards that feature local landmarks and figureheads.
7. Pair of well-used, rigged dice that always land on a 6.
8. Small, leather coinpurse with copper pieces and four mismatched buttons.
9. Strange crystal on a necklace. It seems to emit a dull light and hum when near gold.
10. Unlabelled vial of fizzy, blue liquid. A dragon is crudely drawn on the label.
11. Black leather coinpurse with silver pieces, copper pieces and a shop coupon.
12. Five gold rings with finely engraved manticore heads.
13. Rabbit's foot that is attached to a rope necklace to bring good luck.
14. Velvet pouch containing 1d4 small, red mushrooms.
15. Crimson velvet coinpurse bulging with silver and copper pieces.
16. Heavily-worn leather book. It documents the comings and goings of a shopkeeper.
17. Harmonica made from bone with bronze gilding and floral details.
18. Blue suede coinpurse full of new, shiny, silver coins.
19. Small, ivory box containing a handful of gold pieces and 1d4 precious gem offcuts.
20. Engagement ring in a velvet box. A sizable diamond is clasped in the centre.

1d20

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I loot the body, what do I find?

1. 1d4 rotting fish, kept in a small leather bag. Please don't open it! Too late...
2. Letter opener, which can also be used as a dagger.
3. Rope necklace with many ears hanging from it.
4. Throwing net that is used to fish, or for catching escaping prey in battle.
5. Piece of parchment. It requests the owner meets 'The Blue Shadow' tomorrow night.
6. Four paint pots: red, yellow, blue and green. Each of them is half-empty.
7. Sheep skin blanket that will keep you warm during cold weather conditions.
8. Leather sack containing 1d8 days of plain rations.
9. Warm and hooded hat. Clearly crafted by a hunter, from a bear's head.
10. Small, wooden box. It contains silver pieces and a cloudy, blue gem.
11. Coinpurse with the initials SB stitched into it. Contains gold pieces and an ivory key.
12. Finely crafted, golden hilt of a broken longsword.
13. Patchwork cloak made from six different materials.
14. Humanoid skull that eerily emanates a reddish glow.
15. Necklace featuring one side of a love heart. The letter J is engraved on it.
16. Ornate hourglass crafted in gold, the sand within it is bright green.
17. Tattered letter from a worried relative, pleading with them to come home.
18. Tall, scented candlestick. It smells strongly of lavender and mint.
19. Red, velvet gem pouch. It contains four shiny gems of varying values.
20. Treasure map leading to a nearby monument, it is stamped with an ox symbol.

1d20

Distributing loot in bulk

Generating loot for every single enemy after a messy combat can take a lot of time and administration on the GM's part. Instead, you could give the players loot from the entire battle without attributing it to particular enemies, adding in one or two interesting items from the tables above.

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Treasure Chest Fillers

You lift open the lid, and you find...

1. teeth and a tongue. Wait... This is a mimic!
2. a complete chess set. The pieces are made from marble and ebony.
3. three statuettes. One is carved from ivory, one from stone and one from malachite.
4. five ancient fossil chunks, archaeological tools, a small coinpurse and a diary.
5. a small stash of potions. Some are labelled, others are not.
6. a heavy stone statue of a monster. It has inset teeth made from blue lapis lazuli.
7. six pieces of quartz cut into shapes, within a red silk wrap.
8. scattered gold and silver coins with a collection of animals made from jade.
9. ceremonial daggers, swords and maces each made with gold, silver and bronze details.
10. carefully wrapped spices, cloves and highly valuable cooking ingredients.
11. a long, purple cloak, a golden crown and a sceptre.
12. an expensive silver cutlery set with bejewelled chalices, plates and jugs.
13. many bottles of different shapes and sizes, they all contain exquisite perfume.
14. golden manacles connected by piles of long, silver chain.
15. a collection of finely framed oil paintings, each is signed by a famous artist.
16. many golden coins from different lands, and an exquisite tapestry.
17. ornamental armour with pearl and platinum details.
18. twelve scrolls, each in their own casing. Each scroll is a valuable spell or map.
19. twenty golden statuettes of famous people, their eyes are bejewelled and shiny.
20. a small fortune of diamonds, rubies, sapphires, coins, ingots and a magic weapon.

1d20

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Extra Quest Rewards

As well as the financial rewards and praise, the quest giver might give a little something extra to the party for a job well-done. You can base this on their character, or roll on the table below:

You receive this as a token of their gratitude

1. Letter telling you how grateful they are for your help.
2. Many other people thank the party personally for doing them a service.
3. Matching ivory pen and inkpot set engraved with the quest giver's initials.
4. They will buy the party a new set of common clothes each from the tailor in town.
5. Home-cooked feast of roast lamb, vegetables and wine.
6. The party can use the quest giver's home as their home whenever they are in town.
7. They will name their next child after one of the party.
8. Powerful weapon that has been a precious family heirloom until now.
9. The party's names will be engraved into a plaque near to where the quest was finished.
10. You can pick out something from the General Store absolutely free of charge.
11. They have painted an oil painting of the party undertaking their task.
12. You can now enjoy a 10% discount in local shops.
13. You are welcome to take one book from their collection of rare tomes.
14. They have a friend who is a bard, they will request that songs are written about you.
15. Their mother's pearl earring and golden jewellery set.
16. Healing potions and first aid kits to help the party in your future adventures.
17. Free room at the inn whenever you need it, and free food as well.
18. Map handed down from their father, it leads to an old pirate's treasure.
19. You can call in a reasonable favour with a local aristocrat.
20. Invitation to an audience with a local ruler, it is a formal dinner and dance.

1d20

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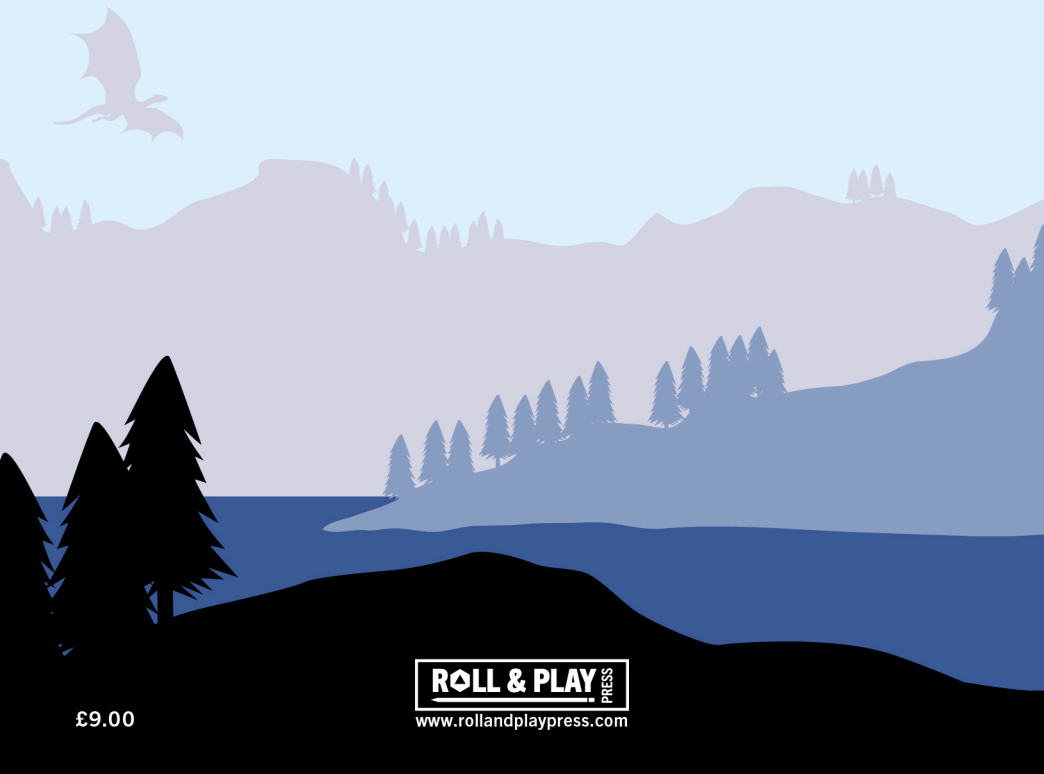

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